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October, 1997

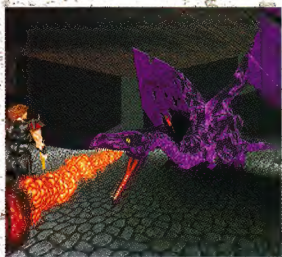
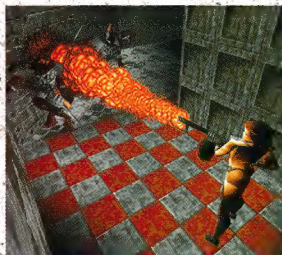
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- IAN LIVINGSTONE'S -

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Be Very Afraid...

In the spirit of Halloween and this month's dark and foreboding game Castlevania: Symphony of the Night, I'm going to list some of the scariest things a gaming editor has to face:

Sunlight—Like most bloodsucking monsters (at least that's what the staff calls me), we are afraid of sunlight. Our eyes are trained on artificial light and our pale skin burns too easily. Also, the sunlight means we've been playing games into the wee hours of the night and that we'll have to go to work soon.

Endings—After going through several levels of play, huge Bosses and tons of intricacies in the story line, we end up with a screen or two as a reward. It's quite frightening to think some group of people spent all this time programming a game and you spent what seems like the same amount only to get a "thanks for playing" ending.

Deadline—Every editor fears this cursed day, but after living through the horror month after month, it fades. I mean, you can only take a stake in the heart a few times before you get desensitized to it.

3-D over Gameplay—What makes this trend so scary is not the great technology and innovations of game design, but the eagerness of people to accept and embrace the looks before the feel of a game. Three-dimensional is great for some games, especially for SGI cinemas and eye candy, but almost harmful when used for no reason and not necessary. Can a game survive without excessive 3-D gimmicks? Castlevania...enough said.

EGM's Growth—Our overall circulation figures show a staggering increase of 36 percent in the first half of '97 compared to last year. Not bad for a little video gaming mag, eh? What also adds to the fright is the incredible job our circ people and the staff are doing. These people frighten me— and for good reason, they're animals...of some sort.

PC and Console Crossover—With games like Red Alert and Tomb Raider 2 appearing on both systems, the gaming walls separating video game and PC game appear to be breaking down. The scary thought is that maybe PC gamers will recognize that we're not all fast-twitch action players and that we might just see them as real gamers, not just egghead strategists. (I play both, and that's really horrific.)

Politics—Imagine the scary task of dealing with companies and fighting for your life to get materials to make a great mag and appease our readers' voracious appetites. Actually, most game reps are great but some are downright terrorizing when they either push for coverage or leave you scrambling for materials.

Readership—You guys and gals are a twisted and depraved group of gaming junkies with a lust for video satisfaction. Come to think of it...you're my kind of people!

Games—Just think about the torturous task of playing games day in and day out in their entirety. Sounds pretty bad, huh? Well, just be thankful that we're here to do all the dirty work for you. Seriously though, when you look at the great lineup of games like Final Fantasy VII, Castlevania, GoldenEye and Abe's Oddysee, it almost becomes frightening to behold the pure number of old- and new-school games coming out. Don't worry though: We'll be here to help you out with our tricks and strategies to handle that vile task.



Editor Stats:

3
Favorite new show: South Park
Last game beat: FFVII (three times due to a glitch)
Next game to beat: Castlevania: SoTn
Welcome Back: The Candyman

by Howard "LUCIFER" Grossman
Editor in Chief egm2@zcd.com

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MACE
The Dark Age
EVERYTHING'S A WEAPON.

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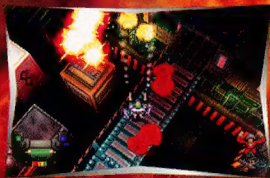
- Next Generation Online



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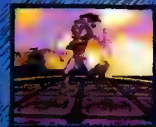
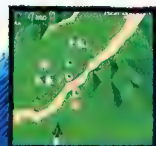
tricks

24 porche challenge

Drive an invisible car, look through a spy eye lens or ride in the back Porche with these cheats

26 ncaa football 96

Are you tired of the same old, same old? A secret hidden treasure is waiting in the back



32 previous 3d

Increase the number of credits to help you get further in this difficult game.

36 turbo: 4h

When you do this trick, it will seem that Turbo has developed a little handicap.



22

trick of the month

pandemonium!
Be invincible, receive extra health or play in a bonus race or pinball game by entering a special code.

color this game blood red...

The Castlevania series returns with its latest installment for the PlayStation. In Castlevania: Symphony of the Night, play as Alucard trying to defeat the mighty Dracula. However, it won't be easy even getting close to the king bloodsucker for he has many minions who do his bidding. We have just the stake that you need, though: A 10-page strategy guide showing you all the ins and outs to the first castle in this detailed game. It starts on **PAGE 88.**

"The Street Fighter-esque moves are hidden in the form of spells."



special feature

pigskin
mania

For one, but two... B&E! GameDay '98 and Madden '98 both come your way as we pick the best plays in these games to turn you into a top strategy quarterback! The coverage begins on **PAGE 44.**

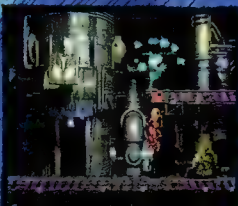


strategies

everything is odd in abe's oddyssey

It can be a little strange at times, but when you have a catfish-looking face and must battle creatures that resemble mutant spiders and crabs... well, that's downright odd! In the Abe's Oddyssey guide, we'll help you through the difficult puzzles (that range from easy to BELY TOW hard) and much as well as provide tips on how to defeat the various creatures in this world. We'll even show you hints of the true endings. Let's see if you can find the "curb" the oddyssey starts on **PAGE 32.**

"The scorb are deadly...however, they will attack each other if in groups."



72

all the nooks and crannies of final fantasy VII

If you have played Final Fantasy VII, but have you really played the game? In this issue, B&E gives you the complete package: we'll explore all the hidden items and where to get the Master's Items, and we'll show you how to breed the perfect Chocobo. The story begins on **PAGE 111.**

"If you breed the Chocobos correctly, you can get a Golden Chocobo."

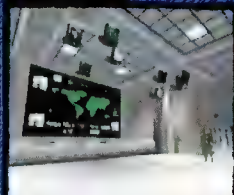


130

get your golden trigger finger ready...

In part two of our GoldenEye 007 strategy guide, this time around we provide an in-depth walk-through of the toughest levels that will help you breeze through them with the ease of a squeaky wheel. Also, we will dazzle you with awesome codes and cheats. Check out the info on **PAGE 26.**

"Beating this level will allow you to play as the Bond villains."



122



Top: The Second Coming, slated for this fall. **Bottom:** Preparing for her return. **Opp page:** Committed for life.

4 A.M., TALLAHASSEE, FL—

TWO DRUNKS BATTLE IT OUT DOWN THE
HALL. THE 38 EXPRESS SQUEALS TO A
HALT EVERY HALF HOUR ON THE STREET
BELOW. SLEEP DOESN'T COME EASY IN
ROOM 23. BUT FOR 19-YEAR-OLD RAY
COOPER, IT HAS NOTHING TO DO WITH THE
NOISE. AS HE SAYS, "IT'S BECAUSE SHE'S
ALL I SEE EVERY TIME I CLOSE MY EYES."



Using 3-D in fighting games is limiting gameplay

Dear EGM,

I am so confused. I just don't understand what the big deal about 3-D fighting games is. Why are so many gamers anxious to play a game in which the characters have square-shaped heads and rectangular blocks for arms? Are these the so called "next-generation" graphics everybody is so hyped up about?

In addition to the crudely animated characters, the pathetic, wanna-be arenas don't look real half of the time. This is because the ground,

grass and dirt are as flat as a really, really flat...thing.

Then when you get to play the game itself, you can't even move around freely. You're placed in the foreground with no way to get into the background unless you're hit really hard or you use a Dodge button. To me, this is like giving a kid \$50 but saying save it for college. No wonder the characters are fighting—they're stuck in the foreground with nothing else to do.

If someone is going to put a three-dimensional environment

in a game, they should make it possible for you to move around in it freely. Instead of looking at the background, you should be able to go there.

So, until the game makers wise up and decide to do this, I'm sticking to my Street Fighters.

**Tony Mundt
Fort Wayne, IN**

You better be playing older Street Fighters, Tony, because even the Street Fighter series jumped on the 3-D bandwagon with Street Fighter EX+ Alpha.

Three-dimensional environments and characters is a somewhat new feature that game makers are latching on to recently. It's sort of like the blood factor with the first MK game. Once that was out, everyone wanted to have blood in their fighters. Nowadays, it seems that everyone wants to have 3-D added to their games.

But unlike the blood and gore where it can only become more graphic, 3-D can slowly be

improved upon. Look at the new MK game soon to be released. The characters certainly do not have square heads or blocky bodies. And although it has 3-D backgrounds, you can still pull off all the familiar moves as in the other games.

Still, just like the blood-and-guts feature, not every fighting fan is gonna dig 3-D. As well, not every fighting game will be joining the club.

But for those of us who are excited about this "new" arrival, all we can do is sit back and watch as 3-D evolves. And you never know Tony, maybe one day we will be able to fight in the background... and then some!



Tony won an InterAct Control Pad for the N64, PlayStation or Saturn!



Special Thanks To:

- Jose at Black Ops for all his help on Treasures of the Deep
- Dan Harnett from GI for the cool Abe art and interview with Frank Simon
- Dave Malec for help on FFVII
- Ken Lobb for all his wisdom on GoldenEye

LETTER OF THE MONTH Contest Rules

1. Postcard Necessary: To enter, send your letter to "Interface, Letter of the Month," 1920 Highland Ave., Suite 222, Lombard, Illinois 60148, or e-mail us at EGM2@ZD.COM. Make sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. Entries must be received by the 15th day of the month for the next available issue of EGM. Sponsor assumes no responsibility for lost, mislaid, late, illegible, unresponsive, postage due, or undelivered entries. Selected open to residents of United States and Canada. Void "Outside."

2. Prizes: One Grand Prize winner will receive one of the following prizes at Sponsor's sole option: One (1) Shark Pad Pro for N64, One (1) PlayStation for the PlayStation, or One (1) Eclipse Pad for the Saturn. Grand prize has an approximate retail value of \$29.99. 25 Winners will be selected by a random pool of names drawn from the letters. Winners will be selected from all valid entries received. Entries shall be judged on the following criteria: (a) Creativity (50%), and (b) Paper (50%). Judged to be the best on or about the 15th day of each month. All prizes will be mailed by mail. Prizes are non-transferable. No substitution of prizes is allowed, except at the discretion of Sponsor. Should the Grand Prize become unavailable, the entry of winning will be determined by a random drawing. Sponsor reserves the right to change the rules of the contest without notice. Prizes are awarded on a first-come, first-served basis. Send a self-addressed stamped envelope to "Letter of the Month Contest Rules," 1920 Highland Ave., Suite 222, Lombard, IL 60148.

3. Eligibility: Non-compliance with the time parameters herein forfeits or returns of any prize/entry participation as applicable will result in disqualification. Winners or their legal guardians must sign an affidavit of eligibility/warranty of eligibility/acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winners, agree to the use of their name and/or likeness for no purpose of advertising, trade or otherwise without their written consent. Entries published by us. Employees of Ziff Davis Inc., InterAct Accessories and their respective affiliates, subsidiaries, divisions or related companies are not eligible. Further, Ziff Davis Inc., InterAct Accessories and their respective affiliates, subsidiaries, divisions or related companies are not eligible for any damages, losses or expenses that participants might incur as a result of his contest or instead of other. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff Davis Inc., InterAct Accessories and their agents, representatives and employees will have no liability whatsoever for any injuries, losses or damages of any kind resulting from acceptance, possession or use of the prize.

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5. Sponsor: The contest is sponsored by Ziff Davis Inc. and InterAct Accessories. Inc. ©1997 Ziff Davis Inc. All rights reserved. Printed in USA.

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toughest strategy questions plaguing the gaming world.

As always, write to us at:

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Include your name and complete mailing address when submitting letters for Letter of the Month (even when e-mailing!).

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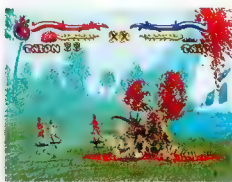
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Blood factor

Dear EGM,

While I was at my local arcade, I noticed something strange. Everyone there was crowded around games like Tekken 2 & 3, X-Men vs. SF and Dead or Alive. Games people weren't watching were the Mortal Kombat, Primal Rage and the Killer Instincts.

I noticed a difference between those two sets: The Tekkens, X-Men vs. SF and Dead or Alive don't contain blood or gore while the others do. It seems that although years ago people would flock to a game that had lots of guts in it, now they seem to disregard it.



Are gamers not affected by blood like they use to be?

So, I want to know why fighting games with blood in them are not as popular anymore. What's your opinion?

**Elliott Hagstox
Cinnaminson, NJ**

Well, Elliott gamers could be playing Tekken 2 & 3, X-Men vs. SF and Dead or Alive because they are "new" games. You have to admit that *Primal Rage*, the *Mortal Kombat* and the *Killer Instincts* are old and some players have had their fill of them.

However, you could be right. Maybe people are tired of blood or perhaps they have become desensitized to it. When blood and guts were first introduced, people flocked to it because it was something never before seen in a game.

Nowadays, it seems like every game has guts and gore...it's just no big deal any more. What gamers want is something other than "the same old thing" even if the game has familiar characters/theme. For example, check out *Street Fighter III* and *Mortal Kombat*.

The laser facts

Dear EGM,

In regarding to your July issue, we are very interested in the article printed about the game Q-Zar. We are interested in finding out where this game is played at, where the arenas are located and any information you can provide.

**Mary and Joshua Gerry
Mitchell, SD**

For information on Q-Zar and other laser tag games, go online to the International Laser Tag site at: <http://www.lasertag.org/>.

Positive feedback

Dear EGM,

All I own is an N64, and I have Star Fox 64. When I first played it, I was trying to get a medal on Corneria.

I was relying on the sixth issue of another magazine (it was only their sixth issue, so they must have been amateurs). Their mag said it takes 15 hits to get a medal, and after I got those 15 hits, the numbers didn't turn red. I

got pretty mad!

The next day I got EGM #37, and I found out that it actually takes 150 hits! I'm glad at least one magazine has the right information! Thanks for the help.

**Damon Kiehne
El Sobrante, CA**

Thanks for the letter. As we have stated before, EGM's mission is to help gamers out by providing the best strategy guides we can!

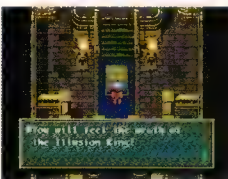
Going wilder...

Dear EGM,

In Wild Arms, I have beaten the game and have gotten all of my guys to Level 99, but I am missing two items: a crest graph and the reverse edge which is Jack's strongest left-handed weapon. Can you help?

**Kevin Yenas
Brooklyn, NY**

Your letter is a bit vague, Kevin. You really didn't tell us where you have explored,



The Ancient Arena holds many secrets like a Boss.

so we cannot help you too much with the crest graph.

However, as for the weapon, you might want to check the secret part in the arena behind the blue glass and fight the Boss then go through the area there. You might find the weapon there for Jack.

Dear EGM,

In Wild Arms, I cannot beat the Caging Tower. I've gotten up to the three staircases side by side and I can't seem

to open the door after that. Please, I'm at



WHAT IF?

OK, here's another chance to let your creativity really shine! Send your "What If's" in and maybe they'll get published in our mag! All you have to do is think of the weirdest possible thing you can imagine and write it down! Easy enough!

...The Stupids became the biggest game ever?

...N64 was actually a big chocolate bar?

...the chocolate bar was good?

...Saturn had seven astronomical rings around it?

...game memory was a person with a big head?

**Kapil Gandini
Smyrna, GA**

...James Bond was a beach bum?

...Dian Chan was the daughter of Johnny Cage and Pocahontas?

...video games were outlawed?

...my living room was actually living?

**Ben Burt
Venezuela, S. America**

...Sushi-X was actually a woman? (Hmmm, could be?)

...Howard Grossman actually cut his hair and got a shave?

(Hey! If you mess with the lion...)

...Giuseppe Contelli of Holland stopped writing "What if's?"

(Speaking of which...)

**RA Contreras
Kennesaw, GA**

...Sonic and Lara warped to the Medieval Era of Hexen to Command & Conquer evil?

(Would they hedge 'n hug?)

...Gaia and Lara were a delusion? (Illusion of Mana!)

...Pong 2 was called the Next Generation? (If you smile to the world, the world will smile back.)

**Giuseppe Contelli
Holland**

...there was a Darkstalkers vs. Marvel Super Heroes vs. X-Men vs. Street Fighter?

...Resident Evil 2 was based on a Scooby-Do episode?

**Huy Nguyen
Savannah, GA**

EGM 15

Trash Talk

Disinfect some of your best intimidating and ranting comments (no swearing!).

"Beat my grandmother first, then I'll talk. You can buy a book for this you know it's only \$39.95."

"Last time I introduced you to some new technology: it's called a video game."

**Kenneth Erna
East Hartford, CT**

"Go you say for the agony of defeat."

**Jacob Kysar-Vin
Bellingham, WA**

"Are you sure you don't need glasses?"

**Patrick Donnellan
Tagganah, LA**

my wits end here. Any help will be appreciated

**Chris Curcia
Maspeth, NY**

Go up the one at the right then go up the one on the left then go back up the one on the right to the door and go through it.

Out foxed

Dear EGM³,

In Star Fox 64, I was really mad when I beat the game on the hard path. I did beat the brain and followed the father out, and when I did, I got a slightly (ever so slightly) different ending—which wasn't better.

I showed Falco asking what was wrong with Fox and Fox said, "Nothing, nothing." Then at the end there was no cloud image of Andross. And at the

notice there was a strange voice. But that was it.

I want to know why there wasn't a better ending and I also heard that you could play as your father in the game after you beat it on hard, but there was no father in sight!

**Jason Hollar
Mifflingnurg, PA**

Once you are in Expert Mode, you'll look like your father (you'll be wearing his glasses). Also, it's true that the ending is only slightly better.

Dear EGM³,

In EGM³ #37 in the Star Fox strategy, it says that to get the Star Fox Team in multiplayer, you just need to beat the Extra Mode (also known as Expert) using the hardest path. When I tried this, it didn't work.

I then started to get some medals on Expert. After I got a medal on Venom, I tried the Multiplayer Mode, and I had a choice of the Star Fox Team. So, how did you get this information to get the Star Fox Team in multiplayer?

**Joseph Maier
Phoenix, AR**

We played the import version, Joseph and this was how the trick was done on it.

An oldie...

Dear EGM³,

I was wondering for the Super NES version of Star Fox, how do you get to the Black Hole between the first and second path?

**Tom Jones
St. Albert, AB, Canada**

You have to run into the asteroid with the face on it in the second level.

Code hog

Dear EGM³,

I have noticed an extreme lack of strategy games and simulation games for hints and codes. The majority of codes you put in are for sports and fighting games. I think these games STINK! The hardest games aren't fighters or sports but strategy and simulation games!

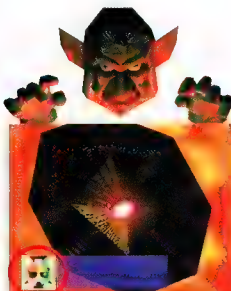
**Seth Kruger
Gilbert, AZ**

Well Seth, we try to have wide variety of codes in our tricks section, and we think we are doing a good job at it. However, if there are specific game codes that you are looking for, you can always write to us or send us an e-mail!

Q&A

Next issue we will be printing three of the best responses to our Q&A #37 question. (If you could create a video game, what would it be?)

It is then up to you readers to decide which one is the best idea! So don't forget to cast your vote.



Like father like son: Fox dons his pop's glasses to take on the baddies.

winner



EGM³ Letter Art

Where Creativity, Your Favorite Video Game and A Stamp Can Make You Immortal*



**Yehy Lebman
Newark, CT**



**SRL
Montebello, CA**



**EGM³ GAMES' FORUM
#120 Highland Ave #112
Lombard IL 60148**



**EGM³ LETTER ART
#120 Highland Ave
Suite 222
Lombard, IL 60148**

[illegible]

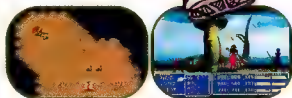
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Readers' Top Fives



Larry Jones
Salt Lake City, Utah

1. PaRappa the Rapper
2. Star Fox 64
3. GoldenEye
4. Wild Arms
5. SFIII

Jason Kendrick
Irvine, CA

1. Command & Conquer
2. King of Fighters '97
3. Dragon Force
4. Final Fantasy III
5. Twisted Metal 2

Rudy Jasmine
Sacramento, CA

1. Final Fantasy VII
2. Wild Arms
3. Clock Tower
4. Felony 11-79
5. Tekken 3

Top 10 Japanese Games



1. Derby Stallion PS
2. Slayes Royal SS
3. Everyone's Golf PS
4. Saga Frontier PS
5. Biohazard SS
6. Monster Farm PS
7. Tamagotchi GB
8. Pocket Monsters GB
9. Street Fighter EX+ Alpha SS
10. Final Fantasy Tactics PS

Console Games

1. Final Fantasy VII SCEA
2. GoldenEye 007 Nintendo
3. Madden NFL 96 EA
4. NFL GameDay 94 SCEA
5. Acthworld: Mike's Odyssey GT Interactive
6. PaRappa the Rapper SCEA
7. More's Adventures LucasArts
8. Teknisphere Nintendo
9. Warcraft II EA
10. MLB '98 SCEA



Finalist Games

1. Attack from Mars Bally
2. Medieval Madness Williams
3. Scared Stiff Bally
4. Theatre of Magic Bally
5. Addams Family Williams
6. Arabian Nights Williams
7. Junkyard Williams
8. NBA Fast Break Bally
9. World Cup Soccer Bally
10. Road Show Williams

Arcade Games

1. Tekken 3 Namco
2. Golden Top '91 Incred. Tech.
3. Police Trainer PEP Mktg./ICE
4. Golden Top 30 Incred. Tech.
5. Marvel Super Heroes vs. S.F. Capcom
6. Mace Atari
7. World Class Bowling Incred. Tech.
8. Pang 3 Worldwide
9. Tekken 2+ Namco
10. X-Man vs. SF Capcom

Editors' Top Fives

Howard "Lucifer" Grossman

1. Final Fantasy VII
2. Mega Man Neo
3. Resident Evil 2
4. Abe's Oddysee
5. Ultima Online

Tim "Nosferatu" Davis

1. Fighting Force
2. Marvel Super Heroes
3. Rage Racer
4. Shining the Holy Ark
5. Felony 11-79

Nelson "Norman Bates" Tarnuc

1. Final Fantasy VII
2. Mega Man Neo
3. Resident Evil 2
4. GameDay 98
5. SF EX+ Alpha

Andy "Pumpkin-head" Baran

1. Castlevania: SoTM
2. PaRappa the Rapper
3. Ultima Online
4. Discworld II
5. Resident Evil 2

Mike "Leatherface" Wallas

1. Castlevania: SoTM
2. Final Fantasy VII
3. Abe's Oddysee
4. Rampage
5. Gamera 2000

Scott "Killer Tomato" Augustyn

1. Imperial Galatica
2. Abe's Oddysee
3. Treasures of the Deep
4. Suikoden
5. Ultima Online



HIGH SCORES

Here's your chance to be a part of High Scores and even win a prize! (We'll tell you when we've finally got the winners. Gotta love the hype!) Remember, you must send in a picture to verify your claim. This month, trash the Downtown in Felony!

Send High Scores to:

EGM High Scores
1920 Highland Ave. #222
Lombard, IL 60148

HOW MUCH CARNAGE CAN YOU CAUSE!



How much damage can you cause in the Downtown level, yet still complete it? Can you break \$1 million or two? How about three?

There's plenty of ways to cause collateral damage in Felony. Of course, you can get almost \$500,000 in damage right off the bat by turning around and mauling the jewelry store. Of course, you have to have the right vehicle. The tank or bus is ideal for trashing the city. Smashing cars will get you a lot of money, but it takes time to recover.

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"TOASTERS LIKE THIS DON'T COME WITH NEW CHECKING ACCOUNTS."

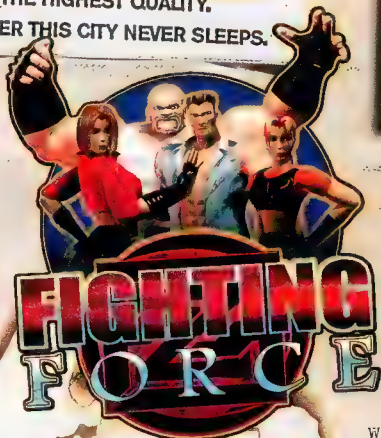
MACE DANIELS

IN A GAME WHERE JUST ABOUT ANYTHING
CAN BECOME A WEAPON, IT'S NICE TO KNOW YOU
CAN STILL FIND A GOOD OL' BAZOOKA.

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WITH WEAPONS OF ALL SORTS.
SOME OF YOUR OWN MAKING.

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EXPLOSIONS, GUNFIRE, AND MISERY
OF THE HIGHEST QUALITY.
NO WONDER THIS CITY NEVER SLEEPS.



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If your trick is selected as the Trick of the Month, you will win a free GameShark provided by the people at InterAct. If you are given credit for submitting a great trick in this section, you will win a free game. For more details and rules on the contest, read the text below. E-mail your tricks and cheats to: tricks@ztd.com and be sure to include your name, address, city, state and zip. Or you can mail your tricks to:

Trick of the Trade
1920 Highland Ave., Suite 100
Lombard, IL 60148
Contests like this are only found in the Best Video Game Mag, EGM!

PANDEMONIUM!

System **Saturn**

Publisher **Crystal Dynamics**



Here at the Password Screen enter any of the cheat codes below.

By entering the following cheats, you will be able to finish with no problem! Just enter the codes below at the Password Screen and then press "C" to confirm. You will know you entered the cheat correctly by a phrase that will appear at the bottom. For Invincibility enter:

HARDBODY
For Immortal Enemies enter:
EVILDEAD



Then begin your game to see the results of your entered codes.

For a Bonus Race at the end of each level enter: **CASHDASH**
For a Bonus Pinball game at the end of each level enter: **TOMMYBOY**
For 31 Lives enter: **VITAMINS**
For Extra Hearts enter: **CORONARY**
For Permanent Weapon enter: **OTTOFIRE**

Nino Capul
Manila, Philippines



Besides having Invincibility, you can also access hidden bonus levels, such as this pinball game.



The bonus pinball level will appear at the end of each level you finish. Use it to build up more points!

Cheat Sheet

Game Cheats

Enter any of the game codes above to enable various cheats to help you throughout your game.

POWER TRIP

worthless useful godlike

NBA SHOOT OUT '97

System **PlayStation**

Publisher **SOEA**

You may easily create players with 100 percent attributes by going to the Create Player Screen. Enter your desired name and college, go to the attributes and then simultaneously press and hold buttons:

Left+Select+Square+Circle.

Jarmaal Hamilton
Macon, GA



Here at this screen, enter the code to access 100 percent in attributes.

Cheat Sheet

100 Percent Attributes

Enter the cheat above at the Create Player Screen to create players that exceed in attributes. Create others to make the perfect team!

POWER TRIP

Contest Rules:

1. No Purchase Necessary. To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks of the Trade," 1920 Highland Avenue, Suite 100, Lombard, Illinois 60148, or a fax to us at egm@ztd.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. Entry ends on November 1. Entries must be received by October 31, 1997. All entries become the exclusive property of EGM and will not be resold or otherwise distributed. Winners assume no responsibility for lost, stolen, misdirected, illegible, incomplete, postage due, or misdirected entries. Sponsor reserves the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization, or household per contest. Winning entries may be printed in EGM and/or EGM Internet with this prize still be awarded.

2. Prizes: First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of \$60.00. The trick best submitted by the First Prize winner will be displayed on the Grand Prize Winner. One Grand Prize winner will receive an address to the First Prize awarded prize is \$1,000.00. Grand Prize has an approximate retail value of \$100.00. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: a) Creativity (25%), b) Novelty (25%), c) Accuracy (25%), and d) Originality (25%). Judging to be held on or about October 21, 1997. All prize winners will be notified by mail. Prizes are non-transferable. No substitution of prizes are allowed, except at the option of Sponsor should the featured prize become unavailable.

3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.
4. Eligibility: Contest open to residents of United States and Canada, except in Quebec. Non-compliance with the said parameters contained herein or misuse or any prohibited conduct, an advertiser may result in disqualification. Winners or their heirs and assigns shall sign an affidavit of eligibility, release of all liability, acceptance within 5 days of receipt or forfeit prize. By acceptance or prize, winner agrees to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. The Employees of ZTD, Inc., InterAct Accessories and their respective affiliates are not eligible. Neither ZTD, Inc., nor InterAct Accessories nor their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, legal, or otherwise that consumers might incur as a result of the contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that ZTD, Inc., InterAct Accessories, and their agents, representatives, and employees will not be liable whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes.

5. Winners List: The a list of winners, along a stamped, self-addressed envelope identifying the address to which the winners list is requested to "Tricks of the Trade," 1920 Highland Avenue, Suite 100, Lombard, Illinois 60148. Requests for winners list must be received by the 30th day of next month following the on-sale date of the publication. Allow 4 weeks for delivery in winners list.

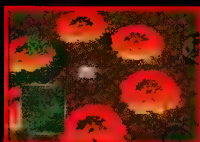
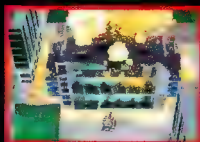
6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

7. Sponsor: This contest is sponsored by ZTD, Inc. and InterAct Accessories, Inc. ©1997 ZTD, Inc. All Rights Reserved. Printed in U.S.A.

MASS DESTRUCTION

Don't just watch...

SHOOT!



SEGA SATURN™



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PORSCHE CHALLENGE

(SCEA/PlayStation)
Game Cheats



At the Main Title Screen enter any of the cheats below to access several Easter eggs in the game. You should hear a sound and see a Cheat Mode Option appear, when cheats are entered correctly.

For **All Cars Jump** enter:
Up+Square, Up+Circle,
Up+Square, Up+Circle,
Up+Square, Up+Circle,
Up+Square.
For **Fish-Eye Lens** enter:
Square+Triangle+Circle, L1,
L2, R2, R1.
For **End Game Sequence**
enter: Square, Circle,
Left+Select, Right+Select.
For **High Voices** enter: Up,
Triangle, Up, Triangle.



For **Hyper Car** enter:
Select+Square, Select+Circle,
Select+Square+Circle.
For **Interactive Tracks** enter:
Down+Start, Up+Start,
Select, Start.
For **Invisible Cars** enter:
Square+Circle, L2+R2,
Square+Circle, L1+R1,
Square+Circle.
For **Long Tracks** enter:
Select+Up, Select+Down,
Start, Select.
For **Mad Race** enter: Up, Left,
Right+Select.
For **Mirror Mode** enter:
Left+Circle, Down+Triangle,
Right+Square.
For **User Car Jumps** enter:
Square, Circle, Square.

Continued on pg. 26

VMX RACING

System **PlayStation** Publisher **Playmates Interactive**



While you are racing, enter the cheat codes for various results.

While racing, not paused, enter the following codes:
For **Paint Mode** enter:
Triangle, X, Triangle, Square,
Square, Triangle, Circle,
X, Select.
For **Disco Mode** enter: X,
Circle, Square, X, X, Triangle,
Triangle, X, Select.
For **Gouraud Cycle** enter:
Square, Square, X, Triangle,
Circle, Square, X, Square,
Select.



By entering the Paint code, the bikes will leave a colorful trail.

For **Wave Landscape** enter:
Up, Left, Right, Right, Down,
Up, Down, Up, Select.
For **Movies** enter: Circle,
X, Square, Circle, Square,
Triangle, Triangle, Circle,
Select.
For **Coordinates** enter: Down,
Up, Left, Up, Down, Right,
Right, Down, Select.
For **Techno-Funk Song** enter:
Left, Up, Right, Right, Left,
Down, Down, Right, Select.



Add a little '70s to your race by entering the Disco cheat.



You can even scroll through the various FMVs after entering the Movie cheat.

Cheat Sheet

Easter Eggs

While racing in the game, enter the codes above to turn on various effects, including FMV Mode and a Disco cheat.

POWER TRIP



SYSTEM RESET MENU

System
Publisher

Cheat Sheet **Access Green Menu**

By entering the cheat below you will be able to access the Green Option Menu. Just enter it at the Options Menu and then select the Green Menu.

You may have noticed that extra Green Question Mark Option that's off limits. Well, here is the cheat to access it for some additional game highlights. Just go into the Options Screen. Press and hold Up and the L/R shift buttons at the same time, until the screen shakes. At this time you may now enter the Green Menu.



Go into the Options Screen and enter the cheat above to access the Green Option Menu.

XEVIOUS 3D/G

System
Publisher

Cheat Sheet **Hidden Ships**

Enter the cheats below at the Title Screen to access a few hidden ships in the game. Two of the ships are Tekken characters—hilarious!

Everybody said you needed an F16 to take on the monstrous Bosses in this game! How about a human ship that uses fists to launch firepower? Here is a simple way to play as **Heihachi** and **Paul**. Just go to the Title Screen and highlight "Start Game." Then press and hold: Left+Square+X+Start on controller one for Heihachi. Press and hold: Right+Square+X+Start on controller two for Paul. To fly as the **Black Ship**, highlight "Reset" on the Title Screen. Then press and hold L1+L2+R1+R2+Select. "Game Start" should be highlighted. While still holding the buttons down, press Start until you begin your game.

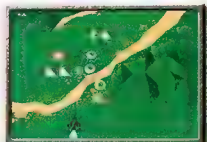
Frank Campbell
Philadelphia, PA



Enter the Heihachi and Paul codes here after highlighting Start.



You should then begin your next game with a Tekken ship!



Or you can highlight Reset and enter another code to access the Black ship!

EVIL PAYS



MIDWAY



You could win cash when you buy Mortal Kombat® Mythologies: Sub-Zero.™

Get the game. Grab the postcard inside. Mail it in to enter. There's a new winner every week.
So hurry. You get more shots at winning the faster you mail it in.

1. NO PURCHASE NECESSARY. MUST BE LEGAL U.S. RESIDENT TO ENTER. To Enter: Hand print your name, complete address, zip code and daytime phone number on an official entry form (found inside Mortal Kombat Mythologies: Sub-Zero game boxes) or on a 3" x 5" card and mail in a stamped envelope to Evil Pays Sweepstakes, P.O. Box 1531, Young America, MN 55558-1531. Enter as often as you wish, but each entry must be in a separate, stamped envelope and mailed separately via first-class mail. No copies, facsimiles or mechanical reproductions will be accepted. Not responsible for lost, late, damaged, misdirected, illegible, incomplete, stolen or postage due mail or entries. Entries must be received no later than January 4, 1996. By participating, entrants agree to these Official Rules, 2. Drawings and Prizes: There will be 52 weekly random drawings of one winner per week from all eligible entries received by an independent judging organization, whose decisions are final and binding in all matters relating to this Sweepstakes. The drawings will be performed from all entries received from the start of the promotion until the day before the scheduled drawing. Drawings: 1, October 20, 1997, \$1,000 cash; 2, October 27, 1997, \$500 cash; 3, November 3, 1997, \$500 cash; 4, November 10, 1997, \$450 cash; 5, November 17, 1997, \$420 cash; 6, November 24, 1997, \$350 cash; 7, December 1, 1997, \$300 cash; 8, December 8, 1997, \$250 cash; 9, December 15, 1997, \$150 cash; 10, December 22, 1997, \$100 cash; 11, December 29, 1997, \$100 cash; 12, January 5, 1998, \$100 cash. Total approximate retail value of all prizes is \$6,000. Odds of winning in any drawing depend on total number of eligible entries received by the day prior to each drawing date. Nonwinning entries in any drawing will be carried forward to subsequent drawings. Winners will be notified by mail. 4. General Conditions: Employees and directors (and their immediate families and those living in their same households) of Williams, Midway Entertainment, Atari Games Company and any of their parents, affiliate companies, subsidiaries, advertising and promotion agencies are not eligible. Winners may be required to sign and return an affidavit of eligibility and liability release and, where lawful, a publicity release within 14 days of notification, or prize may be forfeited and awarded to an alternate winner. If prize winner is a minor, prize will be awarded in name of minor's parent/legal guardian, and affidavit of eligibility, liability release and publicity release, where lawful, must also be signed by minor's parent/legal guardian. If prize notification or prize is returned as nondeliverable, prize will be forfeited and an alternate winner selected. Void where prohibited. Winners (and if winner is a minor, winner's parent/legal guardian), by acceptance of prize, agree that Williams, Midway Entertainment, Atari Games Company and their parents, affiliates, subsidiaries, advertising and promotion agencies, and all of their respective officers, directors, employees, representatives and agents will have no liability whatsoever for and shall be held harmless by winner against any liability for any injuries, losses or damages of any kind to persons, including death, or property resulting in whole or in part, directly or indirectly, from acceptance, possession, misuse or use of the prize or participation in this Sweepstakes. Except where legally prohibited, winners (and if winner is a minor, winner's parent/legal guardian) grant permission for Williams, Midway Entertainment, Atari Games Company and those acting under their authority to use their names, photographs, voices and/or likenesses for advertising and/or publicity purposes without additional compensation. Taxes on prizes are solely the responsibility of the winner. Prizes are not transferable, cannot be substituted, and may be assigned, except by sponsor due to prize availability with a prize of equal or greater value. 6. For a list of winners, send a self-addressed, stamped envelope for receipt by January 5, 1998, to Evil Pays Winners List, P.O. Box 2843, Young America, MN 55558-2843. 8. Sponsored by Midway Entertainment, 2400 S. Baswell Rd., Corsicana, TX 75110. Mortal Kombat® Mythologies: The Adventures of Sub-Zero™ ©1997 Midway Games Inc. All rights reserved. MIDWAY, MORTAL KOMBAT, the DRAGON DESIGN, SUB-ZERO and all character names are trademarks of Midway Games Inc. Distributed by Midway Home Entertainment Inc. under licenses. Nintendo, Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America Inc. ©1996 Nintendo of America Inc. Licensed by Nintendo. PlayStation and the PlayStation Logos are trademarks of Sony Computer Entertainment Inc.

PORSCHE CHALLENGE

(SCEA/PlayStation)
Game Cheats cont.

For **Black Porsche** enter Right+Square, Left+Circle+Select.

For **Tune Test Driver** enter Left+Circle, Right+Square Select.

For **Unlimited Retries** enter: L1+L2, R1+R2+Square.

Alexis Gutierrez
San Francisco, CA

NCAA FOOTBALL 98

(Electronic Arts/PlayStation)
Hidden Teams

Go to the "User Record" Screen and enter the following. You should hear, "It's In The Game!". If entered correctly, Enter DTEL for '96 FSU. Enter RSGPC for '96 Oregon. Enter ANOYASJ for '94 Miami. Enter MYLOLOH for '93 FSU. Enter SNXAI for '93 Nebraska. Enter ZDDJOJ for '92 Alabama. Enter WYGGKEP for '91 Miami. Enter EGAXRIM for '91 Nebraska. Enter KCIZRE for '91 Michigan. Enter TSTR for '91 Washington. Enter CBVHETS for '89 Colorado. Enter WMIKJ for '89 Miami. Enter WHVCIR for '89 Alabama. Enter REGZOL for '88 Notre Dame. Enter AAYI for '88 W. Virginia. Enter WEVKIM for '87 Miami. Enter VLAICRAM for '87 Oklahoma. Enter AERE for '86 Penn State. Enter WREHSTAHE for '86 Miami. Enter HTOYOMS for '85 Oklahoma. Enter HREG for '85 Penn State. Enter ELWOQH for '83 Miami. Enter IQSI for '83 Nebraska. Enter ZOWS for '82 Georgia. Enter CCHN for '82 Penn State. Enter FSYT for '79 USC. Enter AGIC for '79 Ohio State. Enter IEELH for '78 Penn State. Enter EERC for '68 USC. Enter VOIGWRES for '68 Ohio State. Enter LMTE for '65 UCLA. Enter TIBURON for Tiburon team. Enter EASPORTS for EA Team.

Timothy Brooks
Powder Springs, GA

TETRISPHERE

System **Nintendo 64** Publisher **Nintendo**



Here at the "New Name" Screen, enter the codes for various results.

Here are a few cheats to try out that will allow you to access a hidden game, level select and more! Just go to the "New Name" Screen and press L+C(Right)+C(Down) to bring up the secret characters. Use the A button to select the letters. Now enter the following cheat codes for various results.

For the Hidden Lines Game enter: LINES.



Enter the Lines code to play a different version of the game.

To view the Credits enter: CREDITS.
To access Hidden Music enter: G(a)llen head/MEBOY.
To access the Level Select (from secret characters) enter: Saturn, Spaceship, Rocket, Heart, Skull.

Bjorn Bainto
Lake Stevens, WA



By entering "Credits" you will jump to the ending sequence.



You can also enter a code that will allow you to choose the level you wish to play next!

Cheat Sheet

Enter the codes above at the "New Name" Screen to access several items such as a hidden game, credits and level select!

Various Cheats

NCAA FOOTBALL 98

System **Nintendo 64**
Publisher **Electronic Arts**

Cheat Sheet **Hidden Stadiums**

You may not pull this trick off right away. Keep entering the Random Select until the hidden teams appear at the bottom of the stadium choices.

There are many stadiums to choose from. But here is a code that will allow you to select from several more! Just go to the Stadium Select Screen in Exhibition Mode. Then hold down L2 and R2 for Random Select. Repeat this several times and then scroll to the bottom of the stadium selections to choose from many more.



There are several stadiums to choose from, including the wild atmosphere of the Tiburon stadium!

NFL GAMEDAY 98

System **Nintendo 64**
Publisher **Electronic Arts**

Cheat Sheet **Easter Eggs**

Access the Easter Egg Menu at the Main Menu and then enter any of the Easter egg codes below to turn on many crazy features in the game.

GameDay has been known for all their great codes that are put in the game to add to the fun! Well, here is a head start on some that are pretty fun to try out. Just go to the Main Menu and then to the Options. Access the Easter Egg Menu. Then enter the following to receive various features in your next game.

For No Hands enter: **look ma**
For No Hands enter: **horsemen**
For Giant Players enter: **humongous**
For High Kicks enter: **thin air**
For Super Speed enter: **fire drill**
For No Ref calls enter: **blind ref**

Note: There are most likely many others. So be on the lookout for more eggs!

*Note: The trick was done on a preproduction version of the game and is subject to change



Press L1+L2+R1+R2 at the Main Menu to access the Easter Egg Menu.



You can enter as many as you wish to access the ultimate bizarre game!



If you get really courageous, try playing with a team with no heads!

ON HAND SOON AT YOUR LOCAL RETAILER

FOR THE PLAYSTATION™ GAME CONSOLE



the VIDEO GAME CONTROL GLOVE

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THE GALAXY IS FAR, FAR AWAY.
THE FIGHTING IS
UP CLOSE AND PERSONAL.



Someone please get the guys who make



FINAL FANTASY VII

Possibly the greatest game ever made is available only on PlayStation™2.

cartridge games a cigarette and a blindfold.



Good thing. If it were available on cartridge, it'd retail for around \$1,200.

SQUARESOFT



NEVER UNDERESTIMATE
THE POWER OF PLAYSTATION™

PLAYSTATION

PlayStation/GT Interactive Cheat Menu

To enable the Cheat Menu, within the game, go into Options, then go to the Controller Setup Screen. Press and hold R2 and enter: Right, Down, Right, Triangle, X. You should hear a noise and will return to the Title Screen with "Cheat Mode Activated" displayed. If entered correctly, you can then easily access the Cheat Menu by pressing while playing in your game.

BLACK FIRE

Saturn/Sega
Various Cheats

All of these codes are to be done at the Title Screen.
Replenish Fuel and Weaponry: Press L button, A, Z, Y, A, Down, Down. You'll hear a sentence to confirm that it worked. During the game, press Start then Start again to replenish ammunition or fuel.
Skip Stages: Press and hold C, then B, then A, then Up, then L button. Now, release A, then C, then L button, then Up. You'll hear a voice confirmation. Now in the game, hold A, B, C, and Up. Now press L button to skip ahead. Invincibility: Press and hold A, then B, then C, Release C, then B, then A. Now press B, A, B, Y, hold X, press Up, press and hold Down and release the X button. You will hear a voice to confirm this is correct. Now you're invincible!



THREE DIRTY DWARVES

Saturn/Sega
Level Select

From the Title Screen, access the Options. On the Options Screen, press the top L and R shift buttons simultaneously and quickly let go. The Set Password Screen will appear. Using Up and Down on the D-pad, put in the letters: MOSHOU. When you are done, press the C button. You will see "Cheat Mode" at the bottom of the screen and it will go back to the Options Screen. Now move the arrow down to the level, and press Right until you reach the stage of your choice. You can select your level up to 15, which is Barney's Machines.

XEVIOUS 3D

PlayStation/Namco
Increase Credits

This code will give you an increased number of credits to help you get further in the game. At the Game Select Screen, hold L1+L2+R1 and R2 simultaneously. With these held, press the Circle button continuously until the game loads up. Normally, you start with two credits. But the more times you press the Circle button before it loads, the more credits you will receive!



JET MOTO

PlayStation/SCA Various Cheats

You must first do the "Codes Enabled" trick. To do this, go to the Options and set the difficulty to professional, and the Limit Per Race to 5. Press Start after you're done and at the Title Screen, press Circle, Circle, Circle, Square, Triangle, Triangle, Square, Triangle. You will hear a sound and there will be a word balloon displaying "Codes Enabled." Now you can enter any of these codes on the Title Screen:

2 Player vs. One: Circle, Square, W2, Circle, Triangle, L2, Right, Up.
Unlimited Tokens: Triangle, Circle, Right, R2, Up, Square, Up, Triangle.
Double Stunt Points: Right, Up, Circle, L2, Triangle, Circle, R1, R2.
Rocket Racer: Triangle, Up, Up, L2, L2, Up, Up, Up.
No Resistance: Square, L1, Triangle, Right, L1, Down, A, Triangle.
Super Ability: Down, Circle, Left, L1, Left, Right, Left, Right.
Air Brakes: R1, R2, Right, L2, Up, Circle, Up, Circle.
Ice Racing: Up, R2, R1, Right, L1, Square, Right, Right.
Multiple Camera Angles: Triangle, Down, Square, Triangle, L1, L1, R1.

The next set of codes are entered at the Title Screen and do not need the previous code enabled to make them work.
Special Dedication: Choose Dedic., then return to the Title Screen. Go to the Options and set the number of laps to 2, and trophies reserved for 1. Hold R2 and select Credits.
View All Findings: Go to Options, Set difficulty to professional, and Grapples, hold L2 and select Credits.
Present All Riders: Go to Options, Set difficulty to amateur, turn off Turbos and Grapples, hold L1 and select Credits.

DATA RIFT

Nintendo 64/Vic Tokai
Game Cheats

To play as the Bosses, go to the Title Screen and enter: Triangle, R button, Up, C, Down, C, Left, C, Right, C for Sonork. Enter A, B, R button, L button, Down, C, Up, C for Demitron. To access the character endings, go to the Title Screen and enter the following:
For Aaron press: Up, Left, C, R button, Right, Down, R button, R button, Left, C.
For Demitron press: Up, Left, C, R button, Right, Down, R button, R button, L button, Down, C.
For Eve press: Up, Left, C, R button, Right, Down, R button, R button, Right, C.
For Gore press: Up, Left, C, R button, Right, Down, R button, R button, Down, C.
For Morpheus press: Up, Left, C, R button, Right, Down, R button, R button, R button, B.
For Nikki press: Up, Left, C, R button, Right, Down, R button, R button, A.
For Scarlet press: Up, Left, C, R button, Right, Down, L button, L button, Left, C.
For Sonork press: Up, Left, C, R button, Right, Down, L button, L button, Up, C.
For Zenmuron press: Up, Left, C, R button, Right, Down, L button, L button, Right, C.

EARTH-RODENT RIM

Genesis/Playmates Interactive
Debug Menu

Go into the game and press Start to pause. Take controller one and press Left + A, B, B, A, Right + A, B, B/A. If done correctly, you'll hear "Cheater!" This brings you to the Debug Menu. From here choose which level to start on, make yourself invincible, turn Map Mode and Freeability on. Use Map Mode and Freeability together to move yourself to any point on any level and start at that point.

NEW!

Nintendo 64 Codes

Killer Instinct Gold
Player 1 Unlimited Energy:
801034840069
Player 1 Untouchable: 801d3444000a
Doom 64
BFG 9000: 800632d00001
Cham Gun: 800632f00001
Missile Launcher: 800632d30001

Plasma Rifle: 800632d70001
Gun/Chain Gun Ammo: 800632e300ff
Missile Ammo: 800632e00064
Plasma/BFG/Weapons Ammo:
800632eb0064
NBA Hangtime
Team 1 Scores 150 pts:
800a68690096
Team 2 Scores 150 pts:

800a68680096
Mortal Combat Trilogy
Player 1 Unlimited Energy:
8016994d00a6
Mario Kart 64
No Laps to Race: 811643900000
No Laps to Race: 811643920002
Star Fox 64
Unlimited Lives p. 1: 801579110040

TURBO WAPX-10

THE ADDAMS FAMILY

Ocean/Extra Lives

At the beginning of the game you'll hear Gomez saying something about playing golf. While he is saying that, press Up, Up, Right, Down, Left, Up. You'll start the game with 79 lives.

SHADOW OF THE BEAST

Psygnosis/Invincibility

At the Title Screen press II, II, II, II, your energy reading should change to 99.

DEVILS CREST

Hudson Soft/Unlimited Bolts and View Endings

For unlimited bolts, enter the password "AAAAHAAA." If you're persistent, enough to break 1 million points, the board will explode and you'll be treated to an ending sequence. To view ending enter the password "the-crusher." You'll start off with 999,999 points and the next point will show you the ending.

SEATTLEHOUSE

Namco/Level Select

While the rain is falling on the Title Screen, press Run and Press Select. Select, Select. Next hit Button 1 while holding Down/Left on the directional pad.

GENESIS

CHOUTERSTUFF

Sega/Unlimited Money

To get extra cash for better weapons and equipment, go to the high-rise building. There's a safe inside that's full of money. Take the money, leave the building, then re-enter. The safe reappears each time.

ZOMBIES ATE MY NEIGHBORS

LucasArts/Bonus Level

To visit the end-game Credits Level, use the password "QSD2." You can roam the LucasArts offices, meet the staff, and even fight the Boss!

PLAYSTATION

Genesis/EA Sports

Secret teams and Turbo Coin toss. Both codes are done at the first Option Screen. For Secret Teams, press: B, A, X, A, C. If done correctly, you will hear Madden say something and if you move your team selection before ALL Madden you will see the Carolina Panthers and the Jacksonville Jaguars. For Turbo Coin toss press: A, C, B, B. If done correctly, you will hear Madden say, "BOOM!" The coin toss is sped up heavily.

Star Fox 64 (continued)

Unlimited Smart Bombs p. 1: 8016dc130004
TurkoDinosaur Hunter
Activate Mini Gun: 80128e5b0001
Activate Pulse Rifle: 80128e570001
Activate Quat Rocket Launcher: 80128e670001
Unlimited Tech Arrows: 80128e0f000f

Code Wizard's Halloween Special!

CASTLEVANIA BLOODLORD

Konami/Game Cheats

Nine Lives

Enter the Original Music and Expert Mode codes in order. If you did it right you'll hear a tone and nine lives will appear.

Expert Mode

At the Title Screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A. You should hear a chime if the code was entered correctly. A high difficulty setting will appear on the Options Screen.

On Option Screen play BGM (Background Music) and play SE (Sound Effects) 073. Make sure that these music settings are set when you leave the Options Screen.

Press Start to start the game. When your standard weapon is powered up to level 4, you will hear the old Castlevania Music until you get hit.

SUPER NES

DEVIL'S CREST

Hudson Soft/Game Cheats

All Items

To start the game with all items, enter the password "QFTF, KNRR, DDLR, XGTQ."

Play a game with only Bosses. To Bosses, enter the password "RBNL, XHGB, VGBB, LYLD." Ultimate Gargoyles. To play as the ultimate gargoyles, enter the password "FOOP, QRMB, FGNH, HTKL."

CASTLEVANIA: DRACULA X

Konami/Level Passwords

Enter codes at Password Screen. Level 2: GREEN, BLUE, BLUE, BLUE, PINK, BLUE, PINK, PINK. Level 3: YELLOW, PINK, PINK, YELLOW, PINK, GREEN, YELLOW, PINK, PINK. Level 4: BLUE, BLUE, BLUE, YELLOW, PINK, PINK, BLUE, GREEN, GREEN. Level 5: PINK, PINK, PINK, PINK, BLUE.

GREEN, YELLOW, GREEN, GREEN. Level 6: BLUE, YELLOW, BLUE, PINK, BLUE, BLUE, GREEN, YELLOW, GREEN.

ZOMBIES ATE MY NEIGHBORS

LucasArts/Bonus Level and Sound Effects

Bonus Level

To access the bonus levels, enter the passwords BCOF or GYLM. Sound Effects. When the LucasArts logo appears on screen, press I or R. If you press I, you'll hear a person scream. If you press R, you'll hear a dog bark.

ME: ROCKES

SageSoft/Level Select

At the "Start" Menu, press R, L, R, R, L, R, L, R, L, R, R. Go to the Options Screen to choose your starting level.

SATURN

PLAYSTATION

LEGACY OF MAIN

Activision/Game Cheats

Blood Refill

While playing, press Up, Right, Square, Circle, Up, Down, Right. Left to refill your blood. Full Magic. To fill your Magic Meter, press Right. Right, Square, Circle, Up, Down, Right. Left while playing. View all Videos.

To view all the video clips, press Left, right, Square, Circle, Up, Down, Right. Left while playing, then press Select and view the Dark Diary.

SPIDER

Boss Studios/Game Cheats

Play as B. Ben

Pause the game and press Triangle, Square, Circle, Triangle. To return to normal, just enter the code again. Refill Weapons and Power. Pause the game and press Triangle, X, X.

X, Circle, X, Square, Triangle, X, Triangle, Circle.

"CASPER" THE MOVIE

Interplay/Drift Cheat, Secret Room

Just go to the top-left corner of any room. Press and hold: Up+Left+L+R+Start. If done correctly, the game should freeze. Then release (Up+Left) and L1. While still holding R1+Start, press (Down+Right) and then press Cheat. The game should then unfreeze and you should have the ability to drift over any wall by pressing R1. The L1 button will bring you back down. Obviously, use the D-pad to move to wherever you wish to go. Also, on level one there is a secret room with many hidden items you can find by using the drift code. Just go to the top of the stairs and turn left. Use R1 to drift over walls and go down. You should run right into it.

"CROW: CITY OF ANGELS"

Accolade/Unlimited Energy

To start on the ship with unlimited energy, enter the password Circle, X, Triangle, X, Circle, Triangle, Square, Circle, X, Square. Your invincibility will last until you reach the final battle.

BOO!

PITBALL

PlayStation/Accolade

View FMVs and Hidden Game

To view all the FMVs without completing the game with each of the characters, go to the Options and highlight the FMV Test. Now press Left, Right, Square, Circle. Now you can watch any ending.

To access a hidden game, go into the FMV test where the endings are, and on any FMV, press Square+Circle together. The ship you get will depend on the FMV you previously chose.

Super NES/Viacom New Media Mission Passwords

Enter the Password Screen to enter the following codes.

Academy Level: Freshmen: Mission 102.XBBBAXBBBRYA. Mission 103.XBBBLYYYRY. Mission 104.XBBBRYRXYR. Mission 105.XBBBBAABBBY. Academy Level: Sophomores: Mission 201.XBBBRYYYRYXA. Mission 202.XBBBLYYYRYXB. Mission 205.XBBBLYABBBYXA. Academy Level: Juniors: Mission 301.XBBBLYYYRYB. Mission 302.XBBBLYABBBY. Mission 303.XBBBLYYYRYB. Mission 304.XBBBLYABBBY. Academy Level: Seniors: Mission 401.XBBBLYYYRYAL. Mission 402.XBBBLYABBBY. Mission 403.XBBBRYYYRYAR. Mission 404.XBBBLYYYRYAR. Mission 405.XBBBLYABBBY. Academy Level: Last Test: Code: XBBBLYABBBY. A.

Wayne Gretzky's 3D Hockey

Team 1 Scores 50 pts: 800e6ab30032
Team 2 Scores 50 pts: 800e9f8f0032
Super Mario 64
Monsters Don't Hurt Mario: a1254060ffff

PlayStation Codes

Broken Helix

Alien Weapon: 8006fe68011e

Amplifier: 8006fe40010a
C-4 Explosive: 8006fe780126
Energy Pack: 8006fe4a010f
Energy Armor: 8006fe5a0117
Detonator 1: 8006fe560115
Save: 8006fe44010c
Here's Adventures
Infinite Spears P1: 800c4af60063

Infinite Money P1: 800c4ae80063

Ray Gun P1: 800c4b06001e
Infinite Lightning Bolts P1: 800c4af00009
Infinite Keys P1: 800c4b3a0009
MLB 98
Away Team Scores 80: 800121f60000
Away Team Scores 50: 800121f63232

IN
:06 SECONDS,
THE COMPUTER
PILOT IN
ACE COMBAT 2
WILL SEND
YOUR JET
CRASHING
TO EARTH.

YOUR EGO
WILL FOLLOW
SHORTLY
THEREAFTER.



Uh-oh.

ACECOMBAT 2

SUPERIOR ENEMY INTELLIGENCE

2010-2011

Super NES/Nintendo
Unlimited Coins

Just go to the Options Screen and enter the code: Up, down, left, right, 1, Y, X, up, left, right, then go to the Miscellaneous Option. If entered correctly, you should see a new option called, "Crash." After accessing this option, you will find a whole list of 300 cheats to use within your next game, including Level Select, God Mode

3061-10-0000

Genesis/Reclaim
Nine More Fraternity Teams

At the Title Screen, press Up, Down, Left, Right, Up, Down, Left, Right. Now choose a type of game from the Main Options Menu. When you get to the Player Selection Screen, move down the list to get the new fraternity teams:

Sigma Mu, Sigma Chi, Phi Kappa Alpha, Sigma Epsilon, Daytona Beach, Lambda Chi Alpha, Kappa Sigma, Palm Springs and S.A.E

WILLIAM F. FARRINGTON

**Super NES/Midway
Hidden Player**
On the "Choose Option" screen, pick the Enter Name Option. Now press Start and enter the name NILS and then exit. On the next screen, enter the numbers 5555. You will now have access to a world record holder, secret player! Nils has hidden attributes, but he's an awesome player on the court!

**Nintendo 64/Nintendo
Wampa Roar**
Choose a new slot or edit an existing
player by putting in the code: R
Testers . ROCK (put a space where
the periods are shown). Once you do
this, exit the screen and move up and
down between different options. You
will hear the Wampa's roar up a storm
when you do this: even when you
pause the game.

Super NES/Acclaim
Change Attributes
Choose your wrestler and press Select to view attributes. Use the code to change attributes. (Press all buttons simultaneously.) Bret Hart: Down, Start, Left, Undertaker: Right, Y, Start, Yokozuna: Up, Y, A, Bam Bam Bigelow: Y, Start, A, Razor Ramon: Y, A, Left, Lex Luger: Down, Right, Start, Y, Doink: A, Y, Left, Shawn: Y, Michaels: Left, Down, A, Y, 2-3 Kid: Left, Up, Start, A, Diesel: Down, Y, A, Start, Owen Hart: Up, Start, Y, A, Luna Vachon: A, Up, Right.

Super NES/Acclaim

Choose your wrest

to view attributes. Use the code to change attributes. (Press all buttons simultaneously) **Brett Hart:** Down, Left, Undertaker; Right, Y. **Y. Start:** Yokozuna; Up, Y. A. **Bam Bam Bigelow:** Y. Start, A. **Razor Ramon:** Y. Left, Lex Luger; Down, Right, Start. **Doink:** A, Y. Left, Start. **Shawn Michaels:** Left, Down, A. Y. 1-2-3 Kid; Left, Up, Start, A. **Diesel:** Down, Y. A. **Y. Start:** Owen Hart; Up, Start, Y. A. **Luna Vachon:** A, Up, Right.

Saturn/GT Interactive
Inviacibility

To access the Invincibility cheat just follow this simple procedure:
Anywhere within a level, using controller one, hit the Start button to pause and enter: Down, Y, X, R shift button, Right, L shift button, Left and B. If the trick was entered correctly, the phrase "All Powerful Mode On" will appear and your eyes will begin to glow. Then continue on with your game and see just how much damage and chaos you will be able to create while using this helpful cheat!

DRAGON FORCE

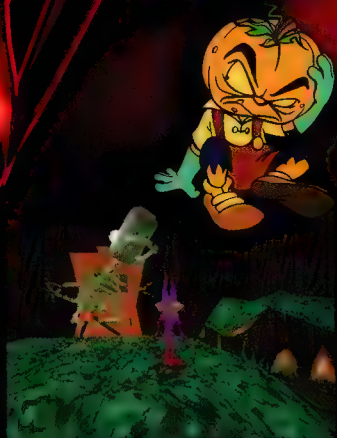
Startup/Working Designs
Debug Mode:
To access this, begin by turning on the system. While the game is booting, press and hold buttons **←+X+Z+Start**. Then when at the Title Screen (while still holding those buttons) press **Down, Down, Up, Down, Down, Left, Left, Left, Up, Down, Right, Right, Right**. Let go of the **Start** button and then press it once more. If entered correctly, "Debug Mode" should appear at the bottom of the Game/Options Screen. Then begin your game and you will be able to find a debug option at the Main Map Menu as well as other debugging menus.

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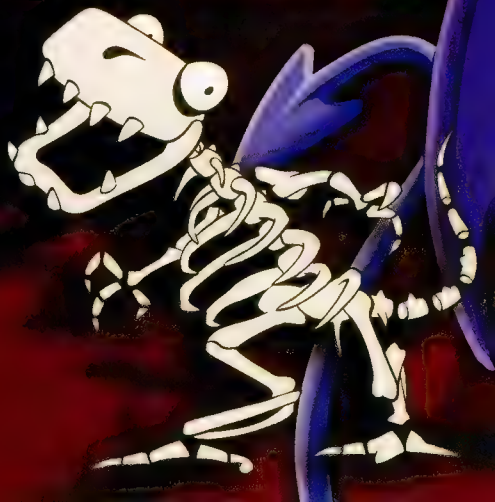
Andretti Racing
Indestructible Tires P2: 160b3056ffff
Indestructible Tires P2: 160b3d66ffff
NBA Live '97
Master Code: f6000914c305
Master Code: b60028000000
Maximum Fatigue: 160835c600ff
Maximum Field Goals: 160835e600ff



JERSEY DEVIL



- Multiple open 3D environments, tracks and rides
- Tons of action and puzzles
 - 20+ moves
 - 60 character models
- Supports dual-analog controller





THE BEAST IS LOOSE

"...looks to be one 'damned' fine game, and should prove one of the 'hotter' titles we'll see this fall season."

— *P.S.X.*, August '97

"The game uses large 3D levels in a variety of unique styles (...) filled with traps and enemies that pose a serious challenge to the player."

— *Next Generation Online*, May '97

"...lavish cartoon-style graphics offer gamers a fun-filled action platform experience."

— *PS Extreme*, July '97

JUST TRY MESSING WITH HIM!

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interactive

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Multi-system

system
PS/Saturn
PC/32600
486/33
developed
Electronic
Arts

strategy talk

As the football maxim goes, you can't lose with a perfect defense. With that in mind, the first hands-on strategy of Madden 98 focuses on just that: a complete look at the pros and cons of each defensive play (with help from EA Sports).

Madden 98 is the first title that boasts "liquid AI." EA Sports says this game has the ability to "think out" the best matchups between defenders and offensive threats, namely with zone defenses. The AI just doesn't react, but it reacts to the offensive flow.

The AI, however, will not protect you from bad play calling. This is where this strategy comes in. Next month, we'll focus on the offensive side of Madden 98.

—Ron "Michael Myers" Marchiello

strat-stats

KEY

TE Tight-End
FS Free Safety
SS Strong Safety
LB Linebacker
QB Quarterback
RB Running Back
HB Halfback
CB Cornerback
WR Wide Receiver



Remember, for every defensive play there's a trade off, i.e., every blitz leaves an open area on the field of a mismatch in coverage. You can compensate for this only through your own skills.

Need for Speed: In all the defensive plays, the greatest variable is speed—it determines the amount of pressure receivers can cross the line of scrimmage. QB and the quality of pass coverage. So while a "speed defense" will help you stop the best passing teams, expect your strategy to be more average to the mediocre average to the attacks.

Cheap Picks: You will occasionally run up against an offense that uses illegal "pick" units to waste the receiver's time. You see this happen- ing, stay out of man-to-man coverage! To move him—most often you do move him. If you do move him, find gaps in the defense to help stop these attacks.

No Need to Move: Note how the middle LB's pass-drop (deep hook) drop on certain plays automatically allows us to waste the receiver's time. You can protect the short zone of the defense. Don't feel obligated to move him—most often you do move him. If you do move him, find gaps in the defense to help stop these attacks.



GOAL-LINE AND SHORT YARDAGE

Keep in mind that these plays are designed to keep the offense from getting into the end zone. For Big B (TE) or Heavy Jumbo formations (3 TE or 2 TE's with a Fullback zone). These plays are designed to keep the offense from getting into the end zone. Watch out for pass plays!

VIDEO: MAN FIGHT

What it Does: Man fight is the unit between the backfield and the line.

What it Does: Attacks the offense from inside out.

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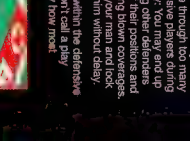
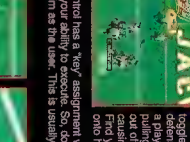
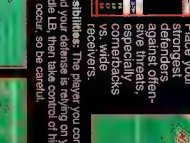
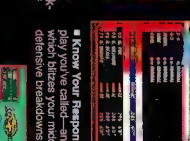
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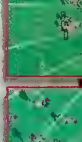
Ready to Blitz: Use L1 and L2 to bring the secondary and linebackers closer to the line of scrimmage in the 43 and Dime formations.

Know Your Responsibility: If you control has a "key" assignment with the defense, play your call—don't let your defense rely on your ability to execute. So, don't call a play unless you're sure it's what you want.

Scout: If you're in a position to scout, use the scout button to see what the offense is doing. This is useful for seeing what the offense is doing and what the defense is doing.

Choose Wisely: Don't choose a play that's too risky. If you're in a position to choose, use the scout button to see what the offense is doing. This is useful for seeing what the offense is doing and what the defense is doing.

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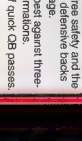
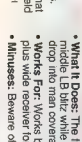
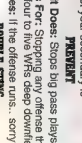
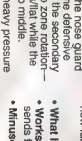
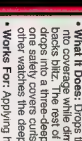
Dime: The Dime formation puts six defensive backs on the field. This is useful for seeing what the offense is doing and what the defense is doing.

Zone Blitz: The Zone Blitz formation puts six defensive backs on the field. This is useful for seeing what the offense is doing and what the defense is doing.

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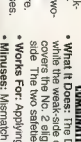
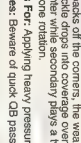
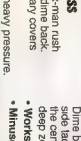
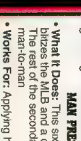
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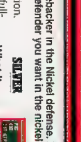
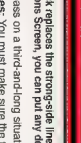
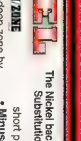
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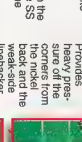
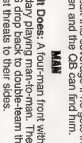
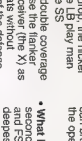
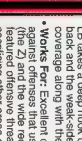
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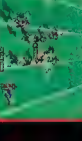
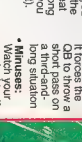
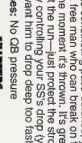
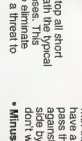
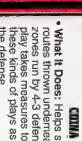
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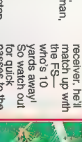
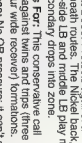
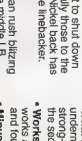
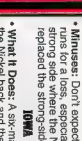
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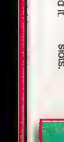
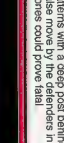
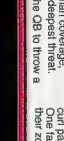
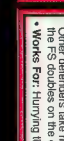
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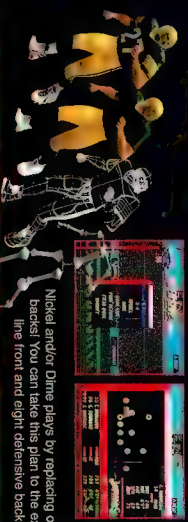
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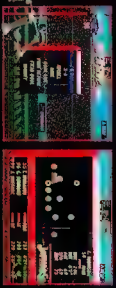
ONE MAN. ONE SOLUTION. ONE STATE OF MIND.



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■ **Don't Settle for Normal:** With the right substitutions, you can get creative and design a faster, more intelligent defense. For instance, 3-4 and 4-3 defenses can easily be changed into



Nickel and/or Dime plays by replacing outside LBs with defensive backs! You can take this plan to the extreme by creating a three-line front and eight defensive backs!



PREVIEW

What It Does: Blizzes the inside gaps and the center front corner while the four LBs drop into short zones. Defensive backs also drop into zones. Middle-range and deep field passing plays.

Minuses: Uses 3 to 5 players on runs.

Weak LB Blitz

What It Does: Blitz by the inside LB over the center. Outside LBs use man drops into zone. The safeties double cover wide receivers.

Minuses: You leave your deep middle LBs open.

Weak FS Blitz

What It Does: The bow-tie defense straddles the FS slightly over the guards. Covers the entire field, including the line away from the blitz.

Minuses: You're left with the FS on the line.

Weak FS Blitz

What It Does: Attacks the middle LBs and the center head on. On both sides will execute a blitz. The FS will execute a blitz. The FS will execute a blitz.

Minuses: You're left with the FS on the line.

Weak FS Blitz

What It Does: All offensive safeties and the FS drop into the deep middle LB zone. The FS will execute a blitz. The FS will execute a blitz.

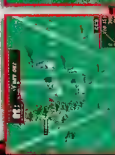
Minuses: You're left with the FS on the line.

Weak FS Blitz

What It Does: All offensive safeties and the FS drop into the deep middle LB zone. The FS will execute a blitz. The FS will execute a blitz.

Minuses: You're left with the FS on the line.

Weak FS Blitz



STORM

Minuses: Running QBs can break you against the run.

Weak FS Blitz

What It Does: Blizzes three LBs into the deepest gaps for a six-man LB. The weak-side CB and the strong-side LB drop into the strong-side CB and safeties drop to stop deep threats.

Minuses: Short passing routes over the middle will give up 5 to 7 yards if done by the tight end or running backs.

Weak FS Blitz

What It Does: Strong-side safeties and the FS drop into the deep middle LB zone. The FS will execute a blitz. The FS will execute a blitz.

Minuses: You're left with the FS on the line.

Weak FS Blitz

What It Does: All offensive safeties and the FS drop into the deep middle LB zone. The FS will execute a blitz. The FS will execute a blitz.

Minuses: You're left with the FS on the line.

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Minuses: You're left with the FS on the line.

Weak FS Blitz

What It Does: All offensive safeties and the FS drop into the deep middle LB zone. The FS will execute a blitz. The FS will execute a blitz.

Minuses: You're left with the FS on the line.

Weak FS Blitz



DEEP ZONE

What It Does: A zone blitz. The weak-side LB drops into the deep middle LB zone. The FS will execute a blitz. The FS will execute a blitz.

Minuses: You're left with the FS on the line.

Weak FS Blitz

What It Does: All offensive safeties and the FS drop into the deep middle LB zone. The FS will execute a blitz. The FS will execute a blitz.

Minuses: You're left with the FS on the line.

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Minuses: You're left with the FS on the line.

Weak FS Blitz

What It Does: All offensive safeties and the FS drop into the deep middle LB zone. The FS will execute a blitz. The FS will execute a blitz.

Minuses: You're left with the FS on the line.

Weak FS Blitz



4-3

What It Does: A zone blitz. The weak-side LB drops into the deep middle LB zone. The FS will execute a blitz. The FS will execute a blitz.

Minuses: You're left with the FS on the line.

Weak FS Blitz

What It Does: All offensive safeties and the FS drop into the deep middle LB zone. The FS will execute a blitz. The FS will execute a blitz.

Minuses: You're left with the FS on the line.

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Minuses: You're left with the FS on the line.

Weak FS Blitz



4-3

What It Does: A zone blitz. The weak-side LB drops into the deep middle LB zone. The FS will execute a blitz. The FS will execute a blitz.

Minuses: You're left with the FS on the line.

Weak FS Blitz

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Minuses: You're left with the FS on the line.

Weak FS Blitz

What It Does: All offensive safeties and the FS drop into the deep middle LB zone. The FS will execute a blitz. The FS will execute a blitz.

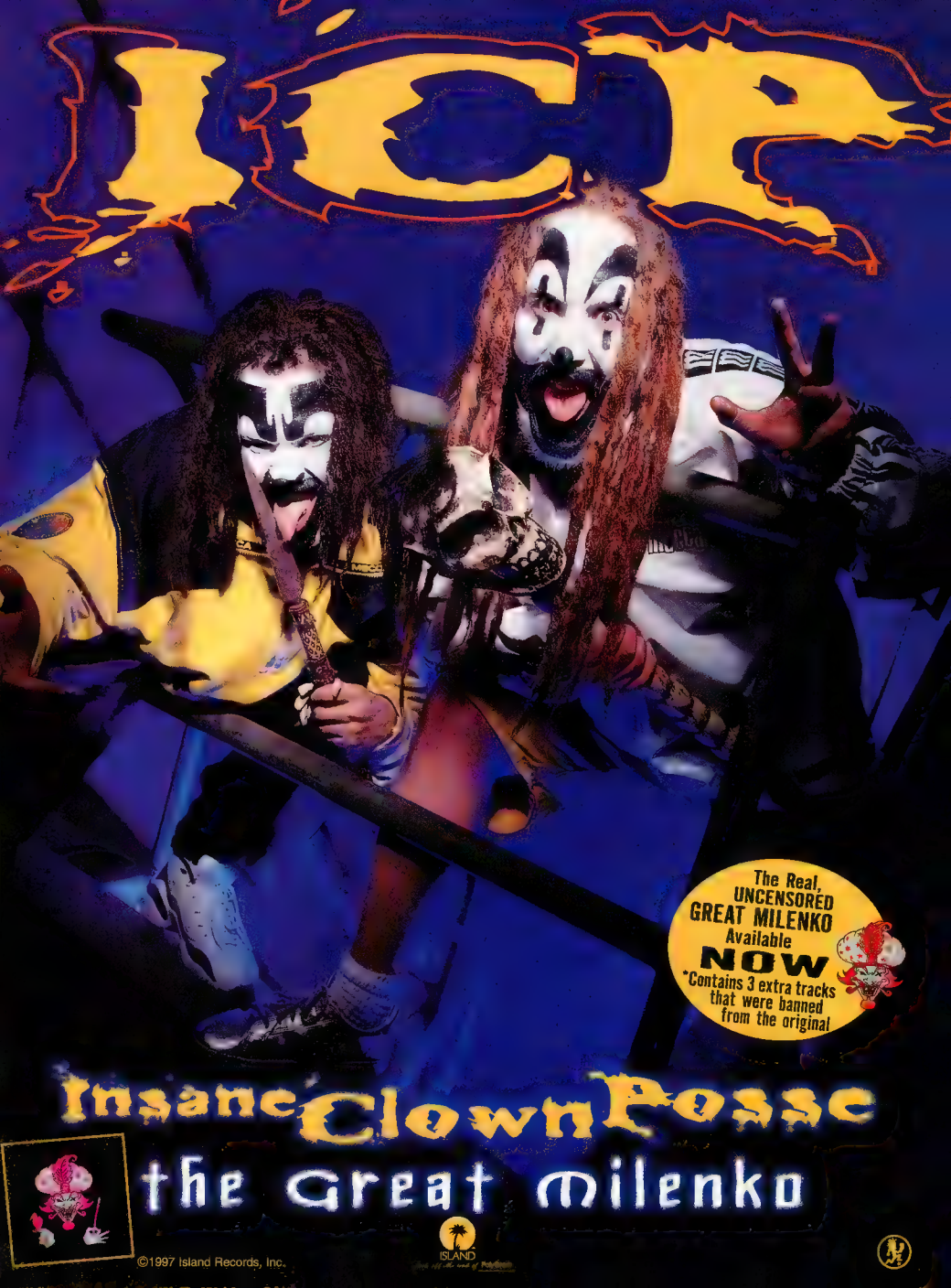
Minuses: You're left with the FS on the line.

Weak FS Blitz

What It Does: All offensive safeties and the FS drop into the deep middle LB zone. The FS will execute a blitz. The FS will execute a blitz.

Minuses: You're left with the FS on the line.

Weak FS Blitz



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from the original



Insane Clown Posse

the Great milenko



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strategy talk

—Nelson "Norman Bates"
Taruc

strat-stats

hatatatatatatah!
fave rappers (really):
Eric B. and Rakim

EGM[®]



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RP



CAPCOM

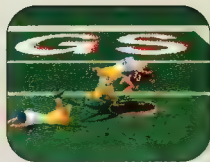
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PlayStation
SCEA
SquareSoft

The following pages illustrate the special moves that are specific to each individual and weapon alike, to help players advance further into this rather unique fighting simulation. Simply use the moves key chart at the above right as a guide to the info below. Enjoy!

strat-stats

time to complete: 20 minutes
challenge: moderate
unique game? you betcha
wish there were: more diverse weapons
EGM editor down: Jason Streetz



KEY TO MOVES

-  Overhead Attack **H** **M** **L**
 Torso Attack Player must
 Low Attack be in High,
 Direction Move Middle or

Player must be in High, Middle or Low stance



Black Lotus

The Back Lotus is well balanced in both speed and strength. Try using him with the Naginata.

	H	Diagonal Attack	
	H	Spinning Attack	
	H	Sasakezun	
	H	Twisting Jab	
	H	Taka-Otoshi	
	M	Tsubametsuki	
	L	Triple Okinatsuki	
	L	Osore-Okina	
	L	Murashigure	
	L	Spin Attack	
	L	Sweep Step	
	L	Ikazuchi-Otoshi	
	L	Meodosenpugin	



Kannuki

Kannuki is the strongest of the six, and as a result, can handle the hammer with ease.

	H	Retsubakusai			
	H	Triple Crown Crush			
	H	Akehae			
	H	Miyama-Oroshi			
	M	Heishiki-Yugeliri			
	M	Kotegaeshi			
	M	Karakannuki			
	L	Meidouzan			
	L	Jump+Blow to Face			
	L	Mawarai-Inoshishi			
	L	Horizontat+Vertical			



Red Shadow

Undoubtedly the fastest fighter in the game, Red can literally run circles around her enemies.

	M	Jump + Side Attack	  
	M	Ayame	  
	M	Noborimal-Shinoburyu	 
	L	Ezomushikui	  
	L	Nezumigaeshi	 



Utsusemi

Second in power only to Kannuki, Utsusemi is the master of many weapons.

H	One Hand Slash	◀▶	▲
H	Yugugiri	◀▶	▲
L	Haishiki-Suminagashi	◀▶	✕
L	Nokorizuki	◀▶	●
M	Tsuyuhara	◀▶	●
M	Diagonal Attack	◀▶	●
L	Oborozuki	◀▶	▲



Tatsumi

This kid dynamite excels in connecting with the first attack. Make sure his weapon is lightweight.

H	Kusabi-Kuzure	▶▶	●
L	Tatsumaki-Kuzure	◀◀	●
A	Kusabi-Uchi-Sojoryu	▶	R □



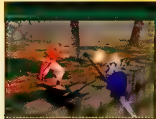
Mikado

Mikado is most effective with the Long Sword, Rapier or Saber in her hand

H	Body Strike	  
M	Tsukifurue	 
M	Triple Jab	   
M	Ookurjochin	           
L	Four-way Jab	           
L	Tatarauuchi	           
H	Tsuyuharai	           
H	Diagonal Slash	           
L	Orochi	           

THE CODE OF THE BUSHIDO

In Bushido you're required to follow a certain "fighting code of ethics" during a match. Slashing a speaking, climbing, downed or retreating opponent will eventually result in a premature generic ending to the game.



FIGHTING STANCES

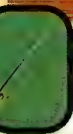
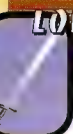


Utilizing the right stance is the key if you want to survive.

HIGH:
Offers great offensive strength but leaves you practically defenseless.

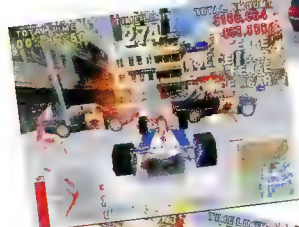
MIDDLE:
Offers a good balance of offense and defense

LOW:
Offers good range but susceptible to all overhead attacks.

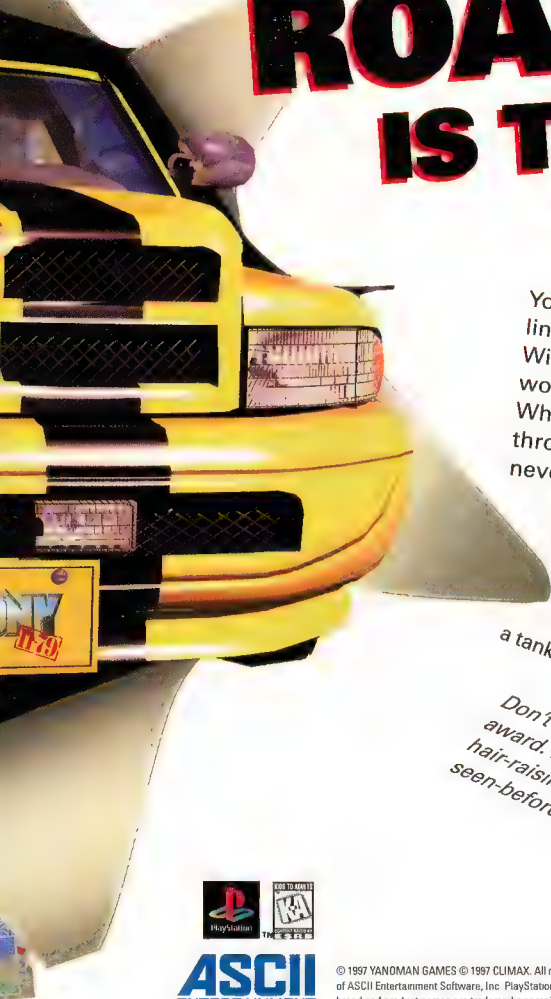
Weapon type	Upper Stance	Middle Stance	Lower Stance
 KATANA Weight: 3.9 lbs. Weighing in at more than 3 lbs., the Katana is a good lightweight blend of range and durability.	Fence Off Retreating Strike Left Torso Strike Right Torso Strike Pierce Down Suberigin Lunge Strike Spin Strike Diagonal Fence Off	Overhead Strike Overhead Step Running Jab Diagonal Fence Off Sweeping Jab Sweeping Strike Stepping Torso Strike Head To Toe Sweep	Cross Double Torso Strike Spin and Strike Spin and Slash Left Spin and Slash Right Throat Jab Hoso Suriage Futo Suriage Kawasemi Issen
 RAPIER Weight: 2 lbs. The Rapier is the lightest sword of the bunch and can be used effectively by Red Shadow and Tatsumi	Double Center Jab Retreating Jab Right Step+Face Jab Left+Center Jab Right+Center Jab Step+Vertical Attack Step+Center Jab Jump+Scoop Upward Lower Jab Attack	Shinsogi-Nadegiri Left Step+Face Jab Right Step+Face Jab Step+Face Jab Step+Center Jab Sanzu-Watashi Shuffle+Face Jab Tametsuki Jab Sanzugoe	Shuminagashi Crouching Sweep Makigiri Left Makigiri Right Okinatsuki Short Range Jab Jump+Musogiri Sumimato Step+Makigiri
 NAGINATA Weight: 4.8 lbs. The Naginata offers the best range of all the weapons in the game, but at almost 5 lbs., the usage can be awkward for many weaker characters.	Crouching Strike Dodging Torso Lunge Retreating Strike Stepping Torso Strike Double Strike Consecutive Strike Dashing Upward Hit Dashing Torso Strike Head Shot	Suichoku-Uchi Furue Sweeping Side Step Retreating Jab Diagonal Attack Dodging Torso Attack Jab Shiranui Ground Jab Double Jab	Stepping Shin Jab Rear Attack Ground Retreating Jab Dodging Torso Left Dodging Torso Right Face Strike Akaneshiden Double Reverse Attack Benishiden
 SLEDGEHAMMER Weight: 10 lbs. This 10 lbs. of destructive power is best when teamed with the stronger characters such as Kankuro and Utsumi	Vertical Torso Blow Retreating Blow Left Diagonal Blow Right Diagonal Blow Stepping Vertical Blow Lunge Blow Swing Upward Step Jumping Upward Step Jumping Torso Blow	Vertical Trunk Blow Retreating Sweep Diagonal+Vertical Blow Diagonal Dodge Right Stepping Vertical Blow Stepping Diagonal Hit Spinning Jump Spinning Blow Double Vertical Blow	Advance Vertical Blow Spinning Torso Blow Leg Crush Blow Double Vertical Blow Leg Smash Retreating Sweep Torso Dodge Right Torso Dodge Left Side Blow
 NODACHI Weight: 4.2 lbs. The Nodachi, like the Katana, is well balanced in strength and weight. Though it's 9 lbs heavier than the Katana, it also offers greater range	Koku-Zan Retreating Strike Crouching Knee Slash Left Dodging Torso Hit Single-handed Strike Diagonal Attack Turn Diagonal Double Strike Single Knee Slash Upward Strike	Tsubame-Otoshi Vertical Strike Retreating Torso Strike Diagonal Double Strike Torso Strike Right Step+Behead Head To Toe Scoop Weapon Scoop and Strike	Gyotenzan Retreating Knee Strike Sune-Fuichi Dodging Trunk Strike Step+Trunk Wakiharai Kaeshi Step+Strike at Knees Jumping Head to Toe Spinning Attack
 LONG SWORD Weight: 3.1 lbs. The long sword is practically identical to the Katana in terms of attack range and weight, and is best used with Mikado and the Black Lotus	Vertical Sweep Attack Vertical Sweep Combo Single Foot Strike Retreating Vertical Hit Dodging Vertical Strike Kitsutsuki Left Dodging Attack Ninkyogin Spinning Step Slash	Single Diagonal Attack Double Diagonal Strike Triple Diagonal Strike Single Foot Sweep Retreating Side Strike Left Diagonal Dodge Jumping Head to Toe Right Diagonal Dodge Sensugaeshi	Shishi-Otoshimen Shishi-Otoshi Arching Back Attack Swinging Retreat Onidaiko Sairo Single Left Spin Step+Rear Attack Koro
 SABER Weight: 2.6 lbs. This little lightweight sword excels in close combat and has more weight and range than the ultralight Rapier.	Kamatachi Retreating Vertical Hit Dodging Scoop Up Stepping Vertical Strike Stepping Foot Sweep Jumping Vertical Hit Single-handed Jab Double Scoop Vertical Double Scoop Vertical Torso Attack	Spinning Diagonal Midaregin Retreating Strike Dodging Diagonal Dodging Diagonal Left Shizukuryu Vertical Strike Single Diagonal Attack Kannongiri Single Foot Sweep	Vertical Ninkyogiri Single Return Attack Single Jab Shinzoki Musubi Single Foot Attack Left Torso Attack Bosatsugiri Sweeping Sidestep Ninkyogiri Homuraryu
 BROADSWORD Weight: 9 lbs. The broadsword has decent attack range, but more importantly, when used by the right character (strong fighters), it's nearly as powerful as the war hammer!	Double Crown Crush Double Crown Scoop Retreating Crush Dodging Cut Off Right Dodging Cut Off Levelled Double Attack Knee+Chin Crush Stepping Crown Crush Jumping Crown Crush Shirahae	Foot Sweep Hipbone Crush Yahroyuhi Retreating Sweep Dodging Hipbone Left Dodging Hipbone Right Stepping Crown Crush Stepping Hipbone Stepping Foot Slash Spinning Attack	Meido Crown Crush Striking Sweep Retreating Knee Crush Dodging Senpugin One-Hand Strike Double Skull Crush Jumping Crown Crush Spinning Shin Attack Hayatebachi

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Your weapon is your wheels. And, if you're good, real good, you'll get to drive up to 22 of 'em. Like a limo, a badass pickup, a formula one racer, hell, even a tank if your hot-wiring skills are up to snuff.

Don't expect any citizen-of-the-month award. Expect spine-tingling action, hair-raising crashes and the never-seen-before track cam view.



ASCII
ENTERTAINMENT

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system
publisher
developer

PS/Saturn
LucasArts
LucasArts

strategy talk

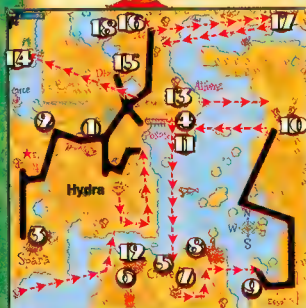
When you first start playing *Hero's Adventures*, you'll find it's a pretty straightforward game. But as you progress, you'll find that the game is a lot more complex than it first appears. There are a few things that most first-time players don't know about, and we'll be sure to point them out for you.

In general, this game is pretty linear. If you get stuck, try to visit the towns and the areas that are marked on the map. The general paths from town to town are marked with lines, and the areas that you can travel on in both directions are marked with arrows. The lines represent paths that you can travel on in both directions, whereas the arrows represent paths that are one-way.

While you can play one of three characters, the game plays the same no matter what.

—Rah! Michael Myers
Marnick

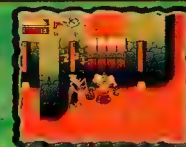
strat-stats



Battle the Boar in an open area. Wait for him to charge at you, then move out of the way and attack him. When he turns and charges again, do the same thing. Keep repeating until he's dead.



Your weapons will be weak, so you can only do one hit point of damage. Be patient. Wait until he throws his axe and then use the pepper breath when he goes to pick it up. When he charges, run away.



Throw statues or bombs at Talos, and when he bends over to pick up his helmet, hit his butt. When he is charging around frantically, throw bombs at his feet and he'll calm down.

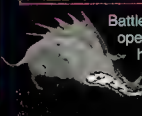
The game is pretty linear. If you get stuck, try to visit the towns and the areas that are marked on the map. The general paths from town to town are marked with lines, and the areas that you can travel on in both directions are marked with arrows. The lines represent paths that you can travel on in both directions, whereas the arrows represent paths that are one-way.

- Follow the path to the Caldonian Boar and kick his butt.
- Go to Elis, visit Mr. Muscle Man and then talk to Hera. Note: To get to Elis, you'll need to swim.
- Go to Sparta, find the cow and carry it back to Hera.
- Talk to Poseidon: To find him, catapult into the water and follow the barrels to the piers, and then go to the right on the boats.
- Get on Poseidon's tuna, and go battle the Minotaur.
- Go to the top left of the Minotaur's maze and investigate Crete.
- Next, go to the bottom right of the Minotaur's maze and open the top-right cell: use the hole in this cell to get outside.
- Follow the path around, defeat Talos and then swim right toward Egypt.
- In Egypt you'll need the lipstick and password to continue.
- From Egypt go to the Amazons and gather more passwords.
- From the Amazons go to Athens and then revisit Poseidon.
- Ride the tuna to Crete and use the passwords to find the fire spears.
- Go to Athens, talk to Athena and then go to the door just above and to the left of Athena and jump onto the catapult. When you land, swim to the left to Medusa's realm.
- Beat Medusa, swim back to the right and then follow the path around back to Athens.
- Give the Medusa head to Athena and then go see Dionysus before battling the Hydra.
- Go back to Dionysus, then find your way to Iolcus and talk to Hades before going to Colchis to get the Golden Fleece.
- In Colchis, battle the Big Snake and then revisit Hades; HOWEVER MAKE SURE YOU DON'T TALK TO HADES AND GIVE HIM THE FLEECE! Instead, use the Fleece to walk into the entrance of the underworld, that is just above Hades.
- Once in the underworld, battle Cerberus and Hades.

LYNCH 'EM

Bring a load of Gyros with you when you battle the Bosses, so you'll be able to restore your health in mid-battle.

CALDONIAN BOAR



Battle the Boar in an open area. Wait for him to charge at you, then move out of the way and attack him. When he turns and charges again, do the same thing. Keep repeating until he's dead.

MINOTAUR

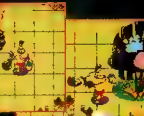
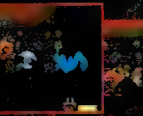
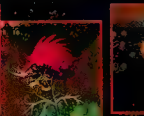


Your weapons will be weak, so you can only do one hit point of damage. Be patient. Wait until he throws his axe and then use the pepper breath when he goes to pick it up. When he charges, run away.

TALOS

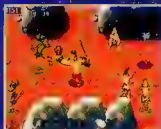


Throw statues or bombs at Talos, and when he bends over to pick up his helmet, hit his butt. When he is charging around frantically, throw bombs at his feet and he'll calm down.



A MORTAL GOD!!!

These two tricks can be used to power your character up. You can use these tricks as often as you would like, if you have access into these areas.

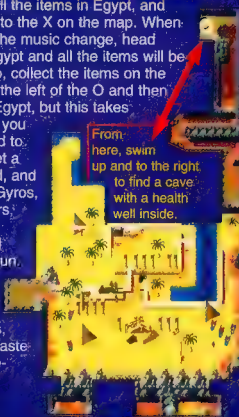


Keep walking between Elis and Sparta and kill the guards along the way, collecting spears. Then in Sparta you'll find a dude who will trade 80 spears for a Gyro. Since spears suck, and Gyros save your life, I think it's worth it.

In Egypt, you can power-up your character and get loads of gold.

Collect all the items in Egypt, and then walk to the X on the map. When you hear the music change, head back to Egypt and all the items will be reset. Also, collect the items on the islands to the left of the O and then return to Egypt, but this takes longer. All you really need to do is to get a ton of gold, and then buy Gyros, Fire Spears, The Evil Taboo and the Ray Gun. Once you have these four things, you can waste all the enemies.

From here, swim up and to the right to find a cave with a health well inside.



Target Practice



I can't
meth)

Practice

There are many ways to get a better score. You can use the power-up trick to get a better score. Also, you can use the power-up trick to get a better score.



Ask you for so much. You can find a lot of things in the map. You can find a lot of things in the map. You can find a lot of things in the map.



There are many ways to get a better score. You can use the power-up trick to get a better score. Also, you can use the power-up trick to get a better score.

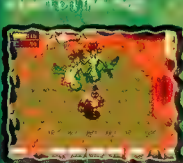
100ink



There are many ways to get a better score. You can use the power-up trick to get a better score. Also, you can use the power-up trick to get a better score.



There are many ways to get a better score. You can use the power-up trick to get a better score. Also, you can use the power-up trick to get a better score.



The Baby

There are many ways to get a better score. You can use the power-up trick to get a better score. Also, you can use the power-up trick to get a better score.

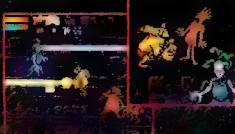
HADES

Hades is as much of a joke as Cerberus is. Once again, just stand there and unleash a fiery blast of Ray Gun or fire. If you have enough Gyros, you don't need to worry about dodging projectiles.



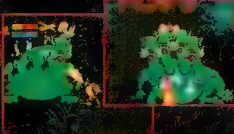
MEDUSA

Throw statues, or use the Ray Gun and Fire Spears. After you cause damage Medusa will fly away, so you'll need to roam around the island and relocate her. Be careful not to fall into the holes. (Her head makes a great weapon!!!)



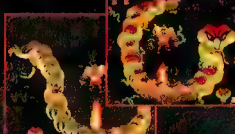
HYDRA

Simply get behind him, stand there and unload on him with the Fire Spears from Crete—you don't even have to move. After you kill a head, shoot the skull that appears.



THE BIG SNAKE

First, shoot all the color off the snake, and then you can do damage to the exposed areas. Basically, just stand there and use Fire Spears and eat Gyros when needed.



CERBERUS

Before you enter the underworld, use the power-up trick above and get a ton of Gyros, Ray Guns and Fire Spears. Then just stand in one place and wall away, eating Gyros when needed.

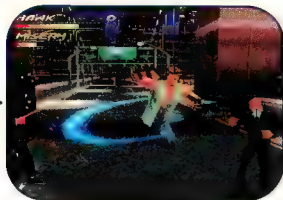


Figure 3-3

Signs and symptoms of shock



FACE - PALE, DAZED LOOK
EYES - DULL, LACKLUSTER
PUPILS - DILATED
RESPIRATION - SHALLOW, LABORED, IRREGULAR
PULSE - RAPID, WEAK
SKIN - COLD, CLAMMY
PERSON MAY BE ANXIOUS, OR PARTIALLY OR TOTALLY UNCONSCIOUS,
DISORIENTED



Dazed look? Dilated pupils? Rapid pulse? It's simply the body's way of protecting itself against games like Deathtrap Dungeon, Tomb Raider 2 and Fighting Force. And while the victims of this kind of emotional shock may benefit from counseling or psychotherapy, what they usually need is more playing time.

EIDOS

I N T E R A C T I V E

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system
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developer

Saturn
Capcom
Capcom

strategy talk

Well, it's been long in development, but Marvel Super Heroes is finally here. If the name doesn't seem to ring a bell, don't worry because time seems to have forgotten this earlier Capcom arcade attempt, lost in a swarm of Tekken and MK sequels (not to mention Capcom's own popular Street Fighter and Darkstalkers lines).

And that's really a shame, since this is the first fighting game I've been able to get into since X-Men: CofA. At first you might think that anyone who's played a 2-D Capcom fighter before knows what to expect here, and to a large extent, you'd be right. But it's still one of the best fighting platforms on the planet, while the new Infinity Gem and multiple combo systems add just enough to the traditional style of play that we've all become accustomed to keep the action interesting and worth that extra round.

—Tim "Nosferatu" Davis

strat-stats

time to complete:
20 minutes
challenge:
adjustable
coolest quote:
"I'm unstoppable!"
sold his
soul for
a six-pack
Donovan
Hanson

INFINITY GEMS

INFINITY Gems are awarded to the player who scores the first attack, and continue to appear during each round. D,DB,B+3P is the universal command to activate them. However, be careful of losing them (being nailed by a special or Infinity attack) before you have a chance to use them.



Marvel Super Heroes utilizes many combo systems within it. Some you've seen, like the Chain combos of X-Men and SFA; some are new—including Capcom's "Air Rave" system. There are many ways to start a combo, but the most popular and effective ways are usually to start with a Dash move or a Launcher attack. Launchers are attacks that send your opponent into the air for a short period of time, during which pressing Up on the pad once will make your fighter Super Jump to perform the "Air Rave" combo of your choice. There are others also,

MOVES KEY

F: Forward	P: Punch
B: Backward	K: Kick
D: Down	Yellow:
U: Up	Infinity

like the Chains mentioned above, Automatic combos such as the Infinity attacks and combos (Ground or Off the Ground) that you can initiate on enemies that are lying flat on their back.



MARVEL COMICS

MARVEL SUPER HEROES



Blackheart may be new to the fighting scene, but he's not alone. He can summon just about anything imaginable from the underworld to aid him.

Blackheart can best be compared to that of Dhalsim from the Street

Fighter games. Both his Fierce and Roundhouse attacks will spew out demons at a great range, and his Dash move is invulnerable to boot. He also possesses a Mid-air Dash to help him get out of those sticky corner situations.

BLACKHEART



SPECIAL ATTACKS

Dark Thunder	B,DB,D,DF,F + P
Ice Thunder	Dark Thunder,tap Strong
Flame Thunder	Dark Thunder,tap Fierce
Lightning Inferno	F,DF,D,DB,B + P
Air Dash	F,F (in air)
Armageddon	D,DF,F + 3P
Heart of Darkness	D,DF,F + 3K

EVIL COMBOS

- 1) Jumping Forward, Crouching Short, Crouching Strong
- 2) Roundhouse, Fierce Inferno while stunned
- 3) Inferno (enemy in air), Heart of Darkness
- 4) Jab Inferno, Strong, Super Jump, Jab, Short, Forward
- 5) Jumping Forward, Standing Strong, Armageddon
- 6) Strong, Fierce Inferno, repeat (while enemy is in corner)

VILLAIN STATZ

Infinity Gem gives Blackheart limited invisibility.

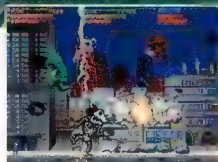
Launcher: Standing Strong	Strike: None	Knock Down: None
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EGM* would like to thank James Chen (JChensor) and Richard Cheung for their extremely helpful and definitive FAQs that helped make this guide possible.



eat.
burp.
eat.
burp.
eat.
burp.
puke!

These guys know how to party.



RAMPAGE
WORLD TOUR

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CAPTAIN AMERICA



Fast and powerful, Captain America fills the SF RvA character quota nicely.

PROS

• Great combos
• Good strength and speed

CONS

• Projectile loss
• Execution or Infinity difficult

The Captain is the well-balanced Ryu-type character in the game. His Jab Shield Slash can be used to nail opponents on their back after a knockdown, though don't worry if you lose it. It'll eventually come back to you if you fail to retrieve it at first. Captain America also possesses a Double Jump which he can execute at any time while in the air to help him avoid most ground-based Infinity attacks (i.e., Iron Man's Proton Cannon). When he possesses the POWER Gem, his Shield Slash and Stars and Stripes hit counts will multiply by three! A good beginner fighter to use.

SPECIAL ATTACKS

Shield Slash
Air Shield Slash
Stars and Stripes
Cartwheel
Charging Star
Double Jump
Final Justice

D.D.F.F + P
Jump, D.D.F.F + P
F.D.D.F + P
F.D.F.D.D.B.B + P
Charge B, F
U while Jumping
D.D.F.F + 3P

HEROIC COMBOS

- 1) Dashing Short, Forward, Roundhouse, Jab Shield Slash
- 2) Jumping Fierce, Crouching Short, Roundhouse, Jab Shield Slash
- 3) Dashing Crouch Short, Fierce, Super Jump, Jab, Short, Forward, Fierce
- 4) Dashing Crouch Short, Standing Strong, Super Jump Roundhouse, Shield Slash
- 5) Throw enemy with Forward Kick, then Final Justice before they land
- 6) Throw with Forward Kick, Crouching Fierce, Super Jump, Jab, Forward, Roundhouse.
- 7) Jab Stars and Stripes enemy out of air, Dashing Crouch Short, Fierce Super Jump Short, Forward, Roundhouse
- 8) (No Shield) Jumping Roundhouse, Dashing Short, Fierce Stars and Stripes

HERO STATZ

Shield Slash and Stars and Stripes hit counts will multiply by three when the Power Gem is activated.

Launcher: Standing Strong

Strike: Standing Fierce

Knock Down: Low Roundhouse



The Incredible Hulk also makes an appearance in an game. He's not as slow as he might at first appear, and that misperception could be fatal.

The Hulk himself might walk slowly, but his attacks surprisingly aren't. You can chain his Gamma/Vertical Rush together by pressing Up and Kick near the end of the first charge for massive damage. Don't waste your time with his Earth Lift move, as it is way too slow and easily avoidable by anyone who's awake. Use his Earth Throw instead. Try to connect the first hit in his Infinity Gamma Crush. If you do, the second hit is automatic.

PROS

• Is practically invulnerable
• Great Range and power

CONS

• Tornado can be Tech Hit
• Earth Throw is worthless

SPECIAL ATTACKS

Gamma Tornado
Gamma Rush
Vertical Rush
Earth Throw
Earth Lift
Hulk Taunt
Gamma Crush

F.D.F.D.D.B.B + P
Charge B, F + K
Charge D.U + K
D.D.F.F + P
D.D + 3P
D.D + L + R
D.D.F.F + 3P

HEROIC COMBOS

- 1) Jumping Roundhouse, Standing Jab, Standing Fierce
- 2) Jumping Short, Strong, Standing Strong, Gamma Charge (X2)
- 3) Jumping Short, Roundhouse, Dashing Short, Strong, Gamma Tornado
- 4) (In Corner) Dashing Jab, Strong, Fierce, Gamma Tornado, Short Fierce
- 5) Jumping Roundhouse, Dashing Short, Crouching Fierce, Super Jump Jab, Strong, Forward, Fierce
- 6) Jumping Short, Strong, Standing Short, Strong, Short, Gamma Rush, Crouching Fierce, Super Jump Jab, Strong, Forward, Fierce
- 7) (Enemy in corner) Jumping Short, Strong, Crouching Fierce, Vertical Rush (X2) Crouching Fierce, Super Jump Jab, Strong, Forward, Fierce (Whew)

HERO STATZ

The Gem of TIME will momentarily give his Fierce/Roundhouse attacks double hits!

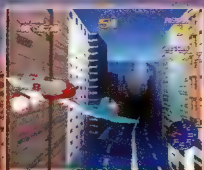
Launcher: Crouching Fierce

Strike: Standing Fierce

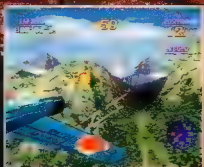
Knock Down: None

BRAVO AIR RACE

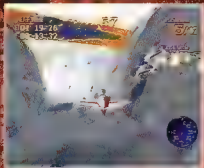
Anyone can race on the ground.



10 hot planes



3D courses



No roads anywhere



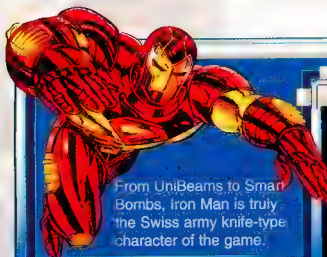
THQ

www.thq.com

Arriving in September



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From UniBeams to Smart Bombs, Iron Man is truly the Swiss army knife-type character of the game.



IRON MAN



What Iron Man lacks in speed he makes up for in the range dept. Most of his stronger attacks emit an energy pulse from them to give him the edge in most close-combat situations. Use his Smart Bomb attack while flying to drive your opponent crazy. Also his Jumping Pierce Punch can be aimed up, down or straight ahead to catch unsuspecting opponents off guard as well as start combos. Be careful using Iron Man's UniBeam at close range due to its huge lag time. Opponents can whack you right out of it before it's executed.

PROS

- UniBeam at 10 sec. at a time
- Repulsor Blast nails enemy on any side of him

CONS

- UniBeam is usable up close
- Proton Cannon predictable/avoidable

SPECIAL ATTACKS

UniBeam	B,DB,D,DEF + P
Repulsor Blast	F,DEF,DB,B + P
Smart Bomb	(Equal strength) P + K
Knee Thrust	(In air) D + Forward K
Feet Thrusters	D,DB,B + K
Missile Launcher	D + P
Proton Cannon	D,DEF + 3P

HEROIC COMBOS

- 1) Dashing Jab, Standing Strong, Fierce, UniBeam (for blockable damage)
- 2) Jumping D Fierce, Standing Short, Forward, Jab Repulsor Blast
- 3) Jumping Short, Roundhouse, Crouching Short, Standing Strong, Crouching Roundhouse
- 4) Dashing Crouch Short, Strong, Super Jump Jab, Short, Strong, F Fierce
- 5) Fierce Throw enemy into corner, Dashing Crouch Short, Crouch Roundhouse, UniBeam
- 6) Jumping Short, D Fierce, Dashing Short, Standing Forward, Jab Repulsor Blast, Dashing Crouch Short, Standing RH
- 7) (Ground Combo) Dashing Jab, Standing Strong, Fierce, UniBeam

HERO STATZ

The Gem of SOUL will momentarily charge all of his attacks with electricity that drains opponent's infinity energy.

Launcher: Low Strong

Strike: Standing Fierce

Knock Down: Low Forward

JUGGERNAUT



Juggernaut remains true to his comic book form. Just how do you stop a moving mountain anyway?



The human Juggernaut is now playable! Juggernaut has the same "Power-up" as in X-Men, and when done in conjunction with a Power Gem, can inflict insane amounts of damage. Also, in certain stages, Jug can pick up objects that are in the foreground (i.e., wooden crate, carnival horse, etc.) to add to his arsenal. Juggernaut possesses the ability to take any one hit from an enemy (including special attacks!) without getting knocked back from it, so use this to get in close where he does the most damage. His Strong throw has to be done just for kicks.

SPECIAL ATTACKS

Juggernaut Punch	B,DB,D,DEF + P
Earthquake	F,DEF,DB,B + P
Juggernaut Splash	B,DB,D,DEF + K
Power-up!	F,D,DF + 3P
Double Fisting	F + P
Juggernaut Taunt	D,D + L + R
Head Crush	D,DEF + 3P

PROS

- One-hit reaction buffer
- Headcrush extremely powerful

CONS

- Juggernaut Splash hard to connect
- Slower than molasses

EVIL COMBOS

- 1) Jumping Strong, Standing Short, F Fierce
- 2) Jumping Strong, Standing Fierce, Jab/Strong Juggernaut Punch
- 3) Jumping Strong, Crouching Fierce, Super Jump Short, Strong, Fierce
- 4) Jumping Strong, Crouching Short, Forward, Forward/Roundhouse Juggernaut Splash, Juggernaut Punch
- 5) Jumping Short, Strong, Dashing Short, Standing Fierce, Head Crush
- 6) (Close to enemy) Dashing Jab, F Fierce, Roundhouse Juggernaut Splash
- 7) (Enemy in corner) Jumping Short, Strong, Dashing Jab, Crouching Fierce, Super Jump Short, Strong, Fierce, Crouching Short, Standing RH

VILLAIN STATZ

The SPACE Gem cloaks Juggernaut in a gray suit for invisibility.

Launcher: Low Fierce

Strike: None

Knock Down: Low Forward

Meet the roof
of our evil.



MORTAL KOMBAT MILLION YEAH!

SUB-ZERO

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MIDWAY





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TIME CRISIS



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so intense it comes with it's
own weapon. Time Crisis
includes the formidable firearm



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game, plus a whole new shoot-
fest specifically created for the

PlayStation™ console. Full 3D

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with full 3D polygon enemies.

Multiple modes include Story,

Arcade and Time Attack, plus

multiple endings. Blast away and

duck for cover as you exterminate the

criminal element in a variety of hidden

zones. It's fast. It's frenzied. It's shoot first

and do the chalk outline later.



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WITH THE NEW GUNCON
THE SHOOTING GAME

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ACCURATE
GUN ON THE
PLAYSTATION
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Magneto may have been toned down, but Capcom hasn't yet yanked out all of this tiger's teeth. He still possesses his Magnetic Wave, and when used in conjunction with his inherent flying ability, can be tough to beat. His Hyper Grav will nail you with one hit, then render you helpless while performing any combo you want. Be careful when trying this when close to an enemy, as it has a huge recovery time and is now blockable. Also, depending on the situation, Magneto can control the direction he throws his opponents with the Strong command.

SPECIAL ATTACKS

EM Disruptor
Magnetic Wave
Hyper Grav
Flying
Taunt
Shock Wave
Magnetic Tempest

B.DB.D.D.F.F. + P
U.U.F.F. + P (in air)
F.D.F.D.B.B. + K
D.D.B.B. + 3K
D.D. + L + R
D.D.F.F. + 3P
D.D.F.F. + 3K

The master of magnetism returns and is now selectable. Maybe he's gotten weaker with age; it could have sworn he was more powerful.

PROS

- Magnetic Tempest fast and powerful
- Still has the power slide

CONS

- Hyper Grav blockable (Aw nuts!)
- Shockwave now avoidable

EVIL COMBOS

- 1) Jumping Roundhouse, Crouch Short, Crouch Strong
- 2) Dashing Short, Standing Roundhouse, Jab EM Disruptor
- 3) Dashing Crouch Fierce, Super Jump Jab, Short, Strong, Forward, Roundhouse
- 4) Hyper Grav, Crouch Fierce, Super Jump Jab, Short, Strong, Forward, Jab EM Disruptor

- 5) Hyper Grav, Shockwave
- 6) Crouching Roundhouse, Shockwave
- 7) Jumping Strong, Fierce, Dashing Short, Crouching Fierce, Super Jump Jab, Short, Strong, Forward, Magnetic Tempest

VILLAIN STATZ

The SPACE Gem temporarily grants Magneto an impenetrable force field.

Launcher: Low Fierce

Strike: Standing Fierce

Knock Down: Low Roundhouse



Psylocke also has gone under the Capcom knife and has come out even more powerful and deadly than before.

Psylocke's Psi Blade can be chained together for a total of six hits now by pressing Forward then Roundhouse after execution with Short. But perhaps the

best new addition to her arsenal is her ability to triple jump in the air. This works great on avoiding projectiles and Infinity combos such as Iron Man's Proton Cannon. Also, her taunt causes opponents to release their gems when connected.

PSYLOCKE



PROS

- Very easy to use
- triple jump
- Has loads of chain combos
- Three Infinity combos

CONS

- all attacks weak
- Psi Blast projectile extremely slow

SPECIAL ATTACKS

Psi Flash
Psi Blade
Ninjitsu Teleport
Psi Drill
Kochou
Psy-Maelstrom
Psy Thrust

D.D.F.F. + P
D.D.B.B. + K
D.D.B.B. + any button
Teleport + direction + P
D.D.B.B. + 3K
D.D.F.F. + 3K
D.D.F.F. + 3P

HEROIC COMBOS

- 1) Dashing Jab, Standing Short, Strong, Forward, Fierce
- 2) Dashing Crouch Short, Strong, Roundhouse, Jab Psi Blast
- 3) Dashing Crouch Short, Fierce, Super Jump Jab, Short, Forward, Short Psi Blade
- 4) Dashing Crouch Short, Fierce, Psi-Maelstrom
- 5) Jumping Fierce, Dashing Crouch Short, Fierce, Super Jump Jab, Short Forward Kochou Gakure

- 6) Jumping Fierce, Roundhouse, Dashing Jab, Standing Short, Forward, Short Psi Blade
- 7) Fierce throw into corner, Crouch Short, Fierce, Super Jump Jab, Short, Forward, Roundhouse
- 8) (Ground) Dashing Jab, Short, Crouching Fierce

HERO STATZ

The Gem of POWER multiplies Psylocke's attack power by giving her three shadows; only the middle can be hit.

Launcher: Low Fierce

Strike: Standing Fierce

Knock Down: Low Roundhouse



Don't let Shuma Gorath's peculiar physical attributes fool you. This squid-boy is really one of the more powerful characters in the game. Avoid his Chaos Dimension at all costs!

Many of Shuma Gorath's normal moves are as effective as most other characters' special attacks. His spinning forward helicopter-type attack connects well, his Standing Roundhouse Kicks are good for six hits (a la Spiral) and his Standing/Crouching/Jumping Fierce Punch shoots a limited-range electricity blast toward his opponents for respectable damage. If you're in a particularly foul mood, try activating the TIME Gem, stun your opponent and follow up with a Chaos Dimension before they can recover. Ouch!

SHUMA GORATH



PROS

- Great defensive fighter
- Can stun and release enemies at will

CONS

- Chaos Dimension easily avoidable
- Mystic Smash duckable

SPECIAL ATTACKS

Mystic Stare	• charge B, F + P
Mystic Smash	• charge B, F + K
Blob Slam	• D, D.B.B + K
Stone Smash	• D + Strong (In Air)
Infinity Drain	• F or B + Roundhouse
Taunt	• D, D + L + R
Chaos Dimension	• D, D.F.F + 3P

EVIL COMBOS

- 1) Jumping Roundhouse, Crouching Jab, Crouching Roundhouse
- 2) Jumping Strong, Standing Forward, Roundhouse Mystic Smash
- 3) Dashing Strong, Standing Forward, Super Jump Short, Strong, Forward, U Fierce
- 4) Jumping Strong, Roundhouse, Mystic Stare
- 5) (Enemy in corner) Jumping Strong, Roundhouse, Crouching Jab, Forward Mystic Stare
- 6) (Enemy in corner) Jumping Strong, Roundhouse, Dashing Jab, Standing Forward, Super Jump Short, Strong, Forward
- 7) Chaos Dimension, Jumping Strong, Standing Forward, Super Jump Short, Strong, Forward, U Fierce
- 8) (Ground) Dashing Strong, Standing Roundhouse, Mystic Stare

VILLAIN STATZ

The TIME Gem lets Shuma stun his adversaries by hitting them. Another hit frees them.

Launcher: Standing Forward

Strike: Standing Fierce

Knock Down: Roundhouse

SPIDER-MAN



Spider-Man can momentarily stun you with his Web Ball at close range, which works into a nice little two-hit combo. Contrary to popular belief, Spider-Man's Web Throw and Web Ball work on ALL of his enemies in the game. To use them on Juggernaut you must work them into a combo. For example, a straight Jab Web Throw by itself will just dislodge as it hits him for minimal damage, but if you Jab or Short attack him first and then execute the move, you'll have complete success producing the first attack connected. Spidey can also triangle jump off the wall.

SPECIAL ATTACKS

Web Ball	• D, D.F.F + P
Spider Sting	• F, D, D.F + P (+P)
Web Swing	• D, D.B.B + K
Web Throw	• F, D, D.B.B + P
Triangle Jump	• Jump F to corner; B
Taunt Assault	• D, D + L + R
Maximum Spider	• D, D.F.F + 3P

The famed Web-slinger also joins the roster with a comparable fighting style to that of the late Blanka from the SF series.

PROS

- Easy to execute, good damage
- Maximum Spider powerful

CONS

- Web Ball so laughably weak
- Web Swing predictable by itself

HEROIC COMBOS

- 1) Jumping Roundhouse, Standing Short, Forward, Roundhouse
- 2) Jumping Short, Roundhouse, Standing Strong, Super Jump Strong, Fierce
- 3) (Close to enemy) Standing Roundhouse, Jab Web Ball
- 4) Dashing Crouch Short, Forward, Standing Roundhouse, Super Jump Jab, Short Strong, Forward, Short Web Swing
- 5) Jumping Jab, Short, Fierce, Dashing Short, Crouching Forward, Fierce Spider Sting
- 6) Jumping Jab, Short, Strong, Fierce, Dashing Short, Forward, Standing Roundhouse, Super Jump Jab, Short, Strong, Forward, Roundhouse
- 7) (Ground) Dashing Crouch Short, Forward, Standing Roundhouse

HERO STATZ

The Gem of POWER gives Spidey a mirror image of himself on the opposite side of his opponent.

Launcher: Standing Strong

Strike: Standing Fierce

Knock Down: Low Roundhouse

From the Director of the Top Selling
BATTLE ARENA TOSHINDEN!



It's the dawn of the 21st century, and the world has been rocked by a series of nuclear catastrophes — the handiwork of Akira Ozaki. Ozaki aspires to something greater than mere mortality — even if that means destroying the Earth. But one young man has the power to stop him: the armored hero, **GOWCAIZER**!

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Wolverine now has the Berserker Barrage as a regular part of his special attack arsenal. By simply tapping the Punch button during this move, you can easily rack up nine hits in no time. (His Super Berserker Barrage, by the way, inflicts about twice as much.) His Forward Thrust Kick is now a lot faster and works well if all you need is to deplete that last little portion of your foe's life bar. What's more, Wolverine's mutant healing factor is always on now, and he'll replenish about half of the energy he lost within a matter of seconds! A good beginner player to use.

SPECIAL ATTACKS

Berserker Barrage	D, DEF + P
Tornado Claw	F, D, DF + P
Drill Claw	Direction + P + K (= strength)
Claw Dive	Hold DF + Fierce
Thrust Kick	D + Forward (In air)
Berserker Barrage X	D, DEF + 3P
Weapon X	F, D, DF + 3P

Everyone's favorite uncontrollable mutant returns mostly intact and unchanged from X-Men: CoTA. What was Capcom thinking?



PROS

In the game
A good low-talent character to use

CONS

Limited range
Still does not have a projectile

HEROIC COMBOS

- 1) Jumping Fierce, Standing Short, Standing Fierce
- 2) Dashing Jab, Standing, Short, Strong, Forward, Fierce
- 3) (Enemy in corner) Dashing Jab, Standing Short, Strong, Fierce Berserker Barrage (keep tapping Punch), Crouching Short, Strong, Standing Roundhouse
- 4) Dashing Short, Standing Roundhouse, Super Jump Jab, Short, Strong,

- Forward, Fierce, Roundhouse, Drill Claw
- 5) Jumping Jab, Fierce, Dashing Jab, Standing Short, Crouching Strong, Fierce Tornado Claw
- 6) Jumping Jab, Short, Fierce, Dashing Jab, Standing Short, Strong, Forward, Forward, Roundhouse, Super Jump Jab, Short, Strong

HERO STATZ

Wolverine multiplies any of his attacks via blurred shadows with the use of the POWER Gem.

Launcher: Roundhouse

Strike: Standing Fierce

Knock Down: Low Forward



Although the good doctor is the Sub-Boss under Thanos in this game, he seems to put up more of a fight.

DOCTOR DOOM



Dr. Doom fights in a style very similar to that of Magneto when he was the final Boss of X-Men. Although his regular attacks are as fast as they are powerful, the real assault you need to look out for is the Infinity combo. This attack sends out dozens of plasma beams in every direction, and if one hits you, then they all do. Also, this attack only takes up one level on his Infinity meter so he can literally use it three times in a row during the same round! Doom also possesses an air projectile of sorts which he uses frequently. He'll usually do a quick air dash back before he executes it; with practice you'll see it coming a mile away.

Thanos should really ditch that get-up; he just looks too comical to appear fearsome or threatening. As the possessor of the Infinity Gauntlet, Thanos begins each round with all six gems. It doesn't matter what you had before, so you start with nothing, so use whatever you've got on Dr. Doom before you lose it. What's worse, the only way to get him to drop one is by tagging him with an Infinity combo. Even without the extra "help," you shouldn't have too much trouble defeating him. When all else fails, simply block his six different Infinity combo attacks (especially the Time and Space gems) and you'll do fine.



THANOS

The being that created all of this INFINITY Gem envy is surprisingly rather easy to defeat.





FLARED NOSTRILS TO SMELL FEAR.

A REINFORCED NECK FOR RAMMING PREY HEAD-FIRST.

SERRATED TEETH TO SLICE THROUGH BONE.



From the ground up,

T-Rex was built to

be the ultimate killing machine.

And if you've got enough survival skills,

you can be him. Just claw,

bite and dismember your way

up the pre-historic



food chain,

from a tenacious Compy

to the bloodthirsty T-Rex himself.

All in lush 3-D environments with pulse-pounding

music and plenty of bone-crunching

sound effects.

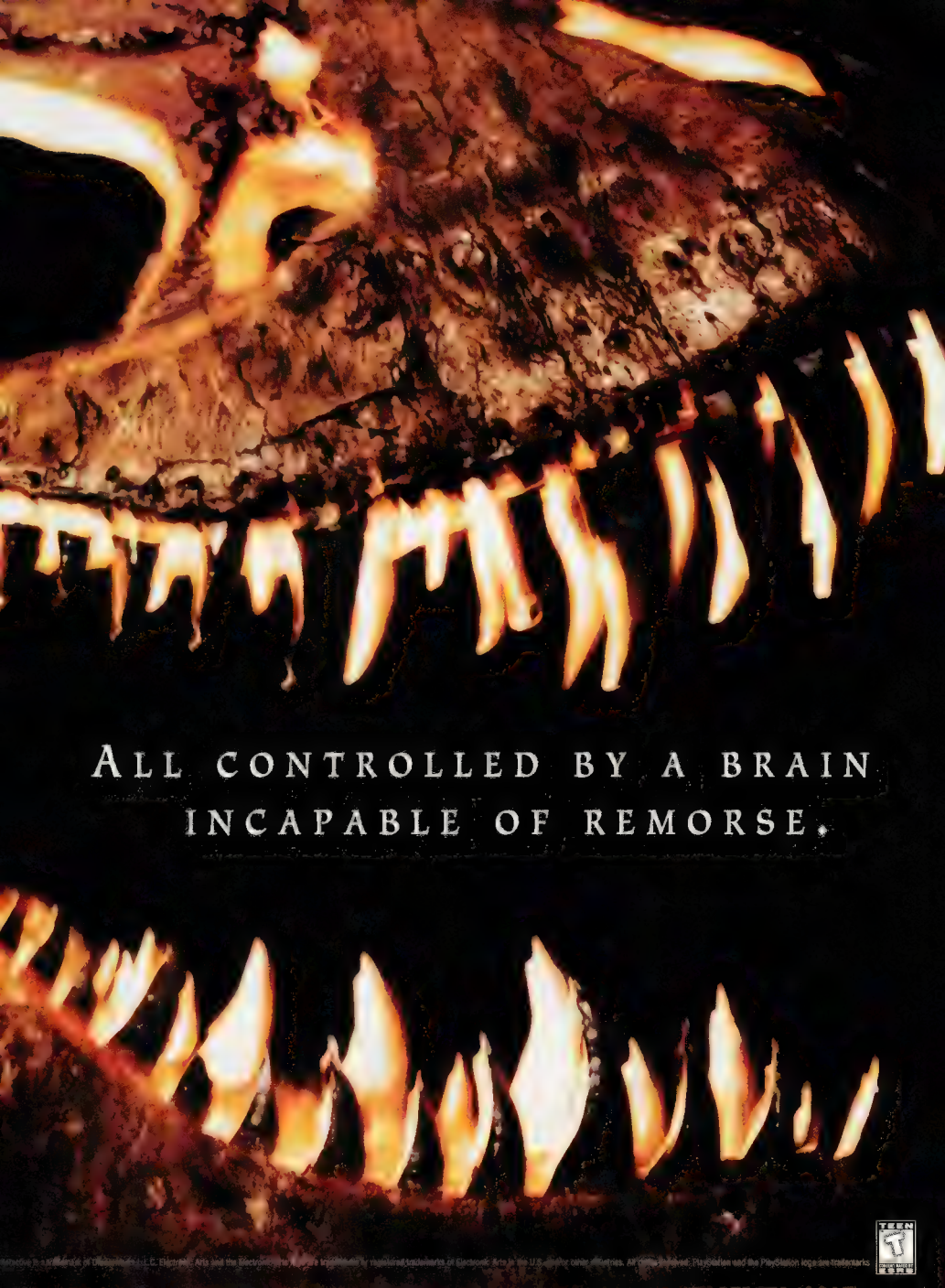
The Lost World.



Where only the strong,

fierce and remorseless survive.



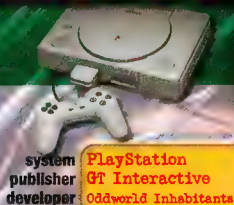


ALL CONTROLLED BY A BRAIN
INCAPABLE OF REMORSE.



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Oddworld: Abe's Oddysee



system publisher developer
PlayStation
GT Interactive
Oddworld Inhabitants

strategy

Having played the game thoroughly, I think that it follows in the footsteps of titles like Flashback and Out of This World. Those cool games put a new twist on adventure games.

Abe's Oddysee is no exception to the rule; it gives the player a better experience with better graphics and killer sound. The puzzles range in difficulty from too easy to OH MY GOD ARE YOU KIDDING?! All the puzzles may be tough, but they can be beat with a little experimentation.

The sound is not only cool but important to the gameplay, because you will often be able to hear enemies coming from the next screen. These audio clues will help you find out what's coming up without having to worry about dying when you run in.

All in all, Abe's a great game, with a humorous story line to boot. It's definitely a thumbs-up.

—Scott "Killer Tomato" Augustyn and Jason "Jason" Streetz

strat-stats

time to complete:
40+ hours...the first time
 challenge:
easy to hard
 number of times died:
not enough fingers and toes...in the building

EGM



The Chant

Use this to take over enemy sligs and also to open bird portals. With this you can also possess the bells in the levels that you need.

Elum

He is your ride for the game. Use him to make longer jumps, but watch out—he has a weakness for honey. He hates bees though.



Mines

You can turn some off when the blinking light is green. Others you will have to explode by using a grenade or a rock.

LEVELS

These always do something. It may not be apparent at first but something has happened. Be wary of using them while Mudukons are on screen.

Picking Up Items

In some areas you will need to pick up an item. Crouch next to it and press the Square button.

Running Roll

This skill will be necessary in the later levels. While running, hit and hold the X button.

Running Jump

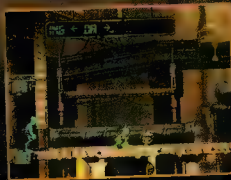
Another vital skill. This will be needed much sooner though. Run and hit the Triangle button.

Force/Background

Remember that you can affect things in the fore- or background, especially with the chant.

Rupture Farms

This is both your tutorial and first world. You will be taught most of Abe's moves in this level and will also be introduced to the sligs, one of Abe's enemies. This level is pretty easy so take your time.



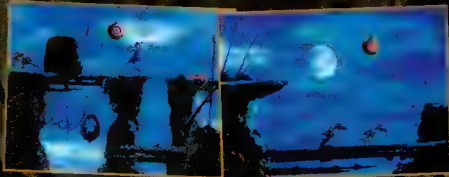
There are multiple ways to get past any given puzzle.



There are a total of 28 Mudukons to rescue in this level. Most of them are hidden in the various secret areas around this level. Be sure to check for a way down behind barrels and also be sure to get yourself to fall down the trap doors. These puzzles are much tougher than the rest of the level.



Escape from the Stockyard



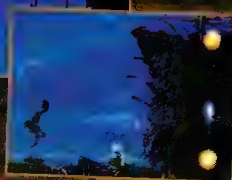
The shadows are your friends in this area. Remember to tip-toe around or you will alert the sligs to your presence.

This area will challenge you to see if you have learned anything. The puzzles here require you to sneak in the shadows more. Have patience. If you are stuck, try luring an enemy off the screen to his death. Your exit will look like a bird portal, so watch for it.



You will be faced with some easy mimic songs here. You will also be faced with the choice of going to Paramonia or Scrabania. Take Paramonia first because it is a little bit easier. You will return here after you finish each of them.

Secret Areas



The secret areas around here are a little tougher to find. You will have to look in areas that you would normally not look. Check the shadows for doors.

Keep an eye out for ledges that don't belong there. Also, watch for those hidden bird portals.

These are even tougher than the ones before!

EGM²

TALKS WITH ODD WORLD PRODUCER

FRANK SIMON

While working on the game, we were able to talk to one of the great minds behind this tremendous adventure game: Frank Simon.

EGM: How long would you say it would take a new player to pick up the control?

Frank Simon: Generally four hours. The first few levels will teach you the basics and the last few will teach you the advanced.

EGM: What strategies would you give a new player?

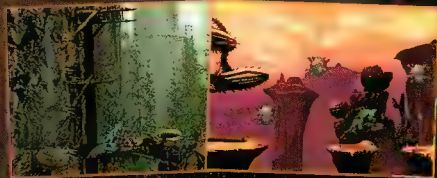
FS: Remember that the characters are looking at you and can see you. Watch yourself. Take your time. Watch the enemy's behavior. Have patience. Work the shadows.

EGM: Are there any useless keys? Conversation or otherwise?

FS: Each key can be used at some point or another during the course of the game.

ODD WORLD
INHABITANTS

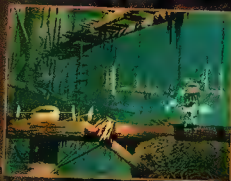




For some of these puzzles you just have to move quickly and make good jumps to get through alive.

Paramonian Temple

The map to the right shows one of the trickiest areas in this world. You must go through each area and light the flames. To do that you will need to get the bell song and the switch that lights the flames. Most of these areas are really easy. There is one in particular that is really tough, though. This one is in the bottom

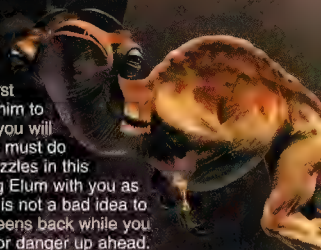


This is a good example of the fore/background attack.

middle door. This puzzle involves bees and a paramite. In order to get the bell song, you must lure the paramite from the next screen. Have him get attacked by the bees. Then do a running jump and quickly grab the bell song. You may have to shake off some bees, but trust me, the hard part is over.

Paramonia

This will be your first encounter with Elum. Use him to make the huge jumps that you will have to do in this level. You must do a couple of simple mimic puzzles in this area. Don't forget to bring Elum with you as you go through the level. It is not a bad idea to leave him a couple of screens back while you look for danger up ahead.



Paramonian Nests

The trick to getting through this part is to use the tubes to get into the background and scout out the area. You will constantly have to run through this area to make it out alive. You will need to use the running jump and the running roll in this area as well. The area is pretty short though. Once you finish here, head to the next world...Scrabania.



Sligs



These guys are the only ones that you can take over with a chant. Use their voices to control sligs and get through doors.



These are the mindless pets of the sligs. Not too bright, they will often run into mines. They can be controlled by the sligs.



Sligs

Go ahead, roll the trigger. And check out the Maximum Goal.

... ..

PULL THE TRIGGER

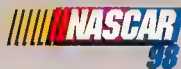
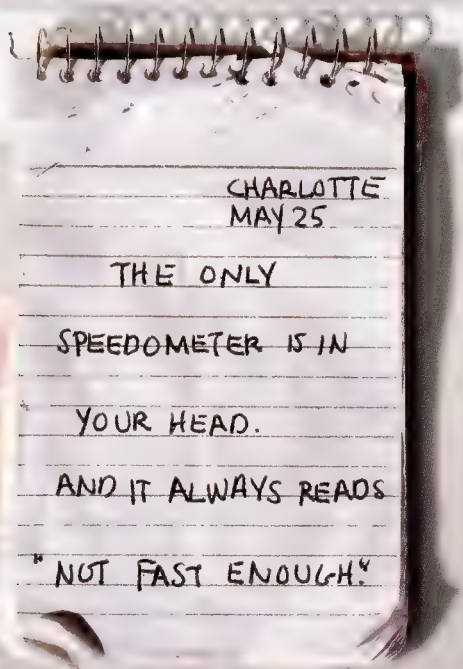
PULL THE TRIGGER



MATURE
M
PARENTS STRONGLY CAUTIONED



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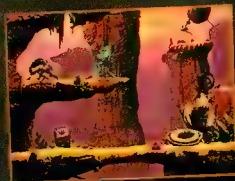


1-888-MY-HOUSE

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Before the wall stamps "A little too fast" into your sheet metal, you might want to take a few practice laps.

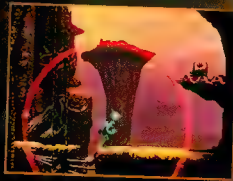




Sneak behind this guy, then arm the mine and roll away.

Scrabanian

This area starts out by being pretty short. You will have to maneuver around with Elum again. Remember that although he likes honey, he doesn't like bees at all. You will again have to mimic your fellow Mudukons in order to get through these areas. You will also have to use the chant on several areas in order to take over the guards for some parts.



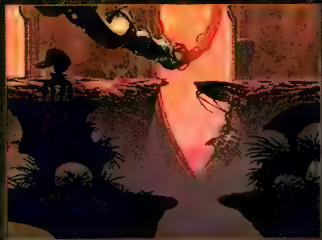
Use the ring power to destroy the mines and get the password.

Scrabanian Temple

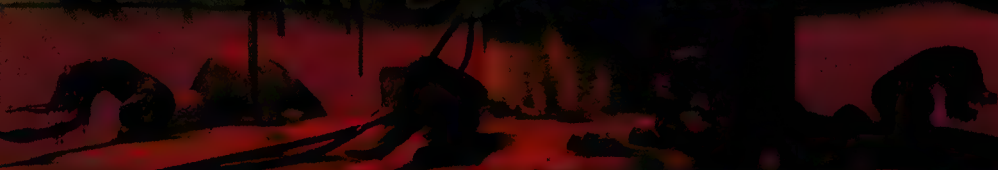


These areas are pretty tough. In general, the area is very similar to the Paramite Temple. Once again, the hardest part is having to go through the multiple rooms at the end. When going through these levels, remember to light the flames. Sometimes you will find the exit before you can actually leave. There is a secret area in one of the puzzle rooms. It becomes available after a scrab comes up an elevator to chase after you. Once you dispose of him, head down the elevator that he came up.

Scrabanian Nests



This area is similar to the Paramite Nests as well. The difference is that this one is harder and a little longer. Once again, I suggest that you go to the background first in order to plan the route you will have to take to get through the level alive. You will have to make multiple running jumps and hoists in order to make it through to the end. When you reach the last scene, be sure to go to the upper platforms before you try to get to a lever on the other side.



These enemies are cowardly by themselves. However, get them in a group and they become deadly.



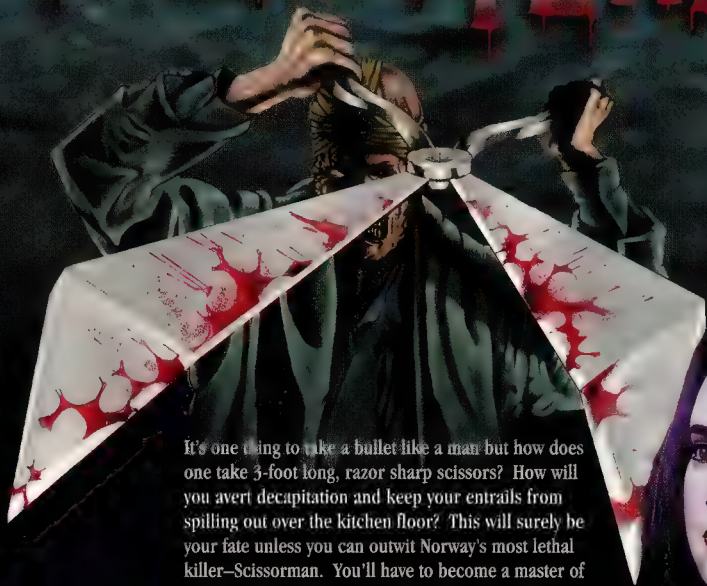
These enemies are just as deadly as the paramites. Yet they will attack each other if in groups.



Paramite

Scrab

SHEAR TERROR



It's one thing to take a bullet like a man but how does one take 3-foot long, razor sharp scissors? How will you avert decapitation and keep your entrails from spilling out over the kitchen floor? This will surely be your fate unless you can outwit Norway's most lethal killer—Scissorman. You'll have to become a master of stealth and deception to avoid being cut to ribbons in this blood-soaked horror adventure.

- ♥ Five playable characters and ten different endings for super-extended replay value.
- ♥ Amazingly detailed, horrific graphics and special effects.
- ♥ Bone-chilling sound effects.

So grab your copy of Clock Tower™, turn out the lights, and pray.



CLOCK TOWER™

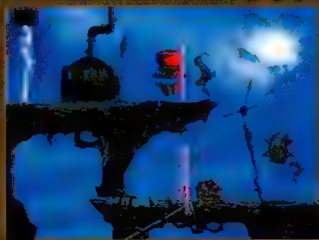


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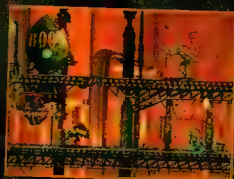
Stockyards

There are a lot of motion detectors in this area. (This means that it will tax your patience a lot.) Be aware that you will have to go back and forth from these areas several times. Also be aware that although the floating mines can be your demise, they can also be the demise of any unfortunate enemy that gets in their way as well. Try to throw stones at the mines to set them off.

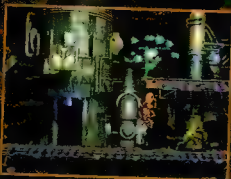


Rescue Zulag

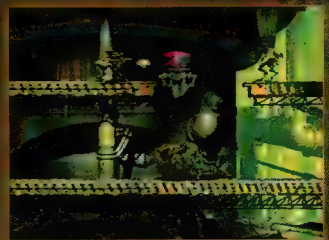
Each of these Zulags tend to get harder and harder. They are very similar to the temples you had to go through in the previous worlds. There are not as many doors, luckily, as there were in the temples. By the time you get to this point, you should have mastered most of Abe's abilities. This will make most of the puzzles you face pretty easy. They are usually just a little tricky, and the key to most of them is just finding the right placement for Abe. For Zulag 1: Remember that sligs can command slogs. Zulag 2: Don't go anywhere without grenades, and know their blast radius—it can blow things up through floors. Zulag 3: The sligs will be on you hardcore in this one, so watch for chances to use your chant. The fourth and final Zulag also pits you up against some fierce sligs.



Be aware of the blast radius on your grenades.



Use the slig's commands to control the slogs.



Save all of the Mudukons in order to receive a special ending. This is VERY hard to do.

Although they aren't the enemy, they can affect the way things work out. Try to save as many of these guys as you can. If you use your conversation keys, you can talk to any of these guys as long as they are on the screen.



Mudukons... Abe's friends in Oldworld

NOW, WAYNE GRETZKY CAN FACE
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HIMSELF.

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GRETZKY'S '98
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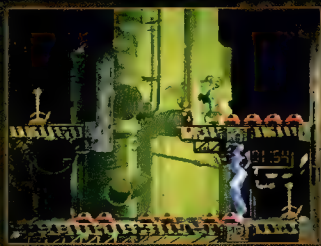
He holds more career records than any player in NHL history. And we took his speed, moves and cunning and put them right into Gretzky's '98 3D Hockey. It's not just a game. It's an NHL war zone, with active trading, player stat cards and a new, advanced simulation mode that even the real Gretzky could have a hard time beating. Wanna piece of it? Get in line. It's hittin' the ice in November.



MIDWAY



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Hold down the Triangle button to make quick jumps.

The Boardroom

This is the last "world" you will have to go through. It is definitely the hardest as well. Here you will need to make precision jumps and have quick timing to make it through alive. One more catch: You are timed—a two-minute maximum. The really important thing is to get the Mudukon at the end. All three mines have the same pattern, so once you learn one you learn them all.

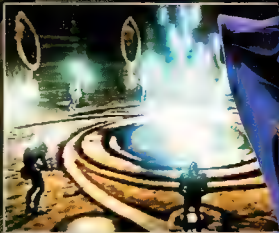


Make a short running jump. These are hard to do, so be ready for it.



The End(s)

It would be simple enough if there was just one ending to this killer puzzle game. However, there are actually four. The first is the bad ending and is shown at the top-left pix. This happens if you don't rescue at least 50 Mudukons. The next one, the good ending, happens if you manage to rescue at least 50 or more. There are also two secret endings to the game; one of them can be had by rescuing ALL of the Mudukons! Quite a tall order for sure. The last one is the best though, hopefully, and this one still remains a mystery to me as to what is necessary to trigger it. Send in the trigger if you can find out what it is. Every ending is a trip though—and gives the congrats that you deserve.



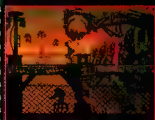
CROSS-OVER

ABE'S ODDYSSEY

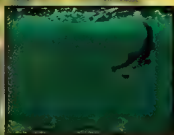
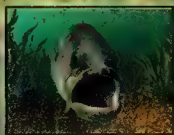
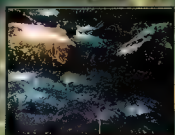
Abe's Odyssey will be blasting its way onto the PC as well as the console systems. The games are pretty much the same. This offers the same amount of puzzles and challenge to those players who have a PC instead of a console system. Will there be anything extra? That is unknown at this time. Probably not. That's not a problem as the game offers so much already.



Will control suffer from this port?



The graphics should rock in high-res.



REEL FISHING

BEGINS AUGUST 1997



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"REEL FISHING IS SIMPLY STUNNING."

-EGM GUIDE TO SPORTS VIDEO GAMES



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BESIDES DANGER
AND INTRIGUE,
**TREASURES
OF THE DEEP**

OFFERS SOMETHING
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What's the missing ingredient from action and adventure games? Salt water. *Treasures of the Deep™* places you in the role of Jack Runyan, ex-Navy Seal. Your global treasure trek whisks you from the shark-infested Great Barrier Reef to the foreboding abyss of the Mariana Trench. You'll utilize lethal high-tech weaponry and submersibles as you explore sunken ships, battle sea monsters and thwart terrorists. Grab your scuba gear. It's time to dive into danger.



Your underwater hardware is 100% high-tech: robotic vehicles, homing torpedoes and heat seeking mines are all at your disposal.

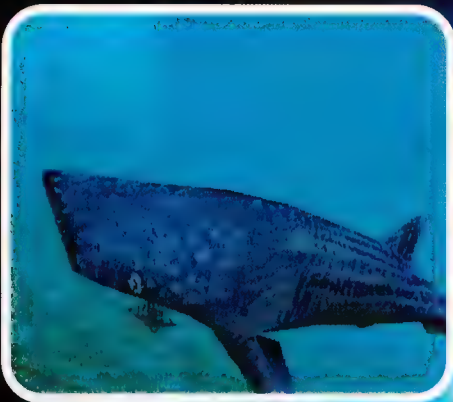
ACTION AND

14 treasure-hunting missions, including Antarctica, the Bermuda Triangle and the sunken Aztec ruins off the Yucatan Peninsula.

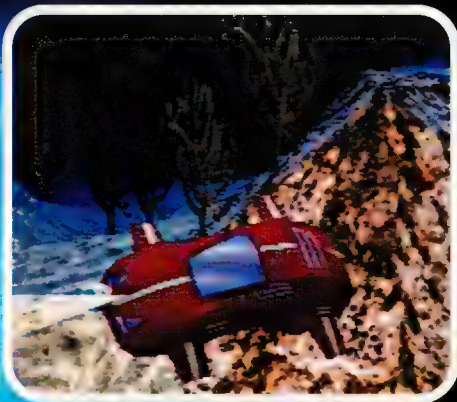


Blow up enemy subs, battle stealthy frogmen assassins and spear voracious sharks before they snack on your snorkel!





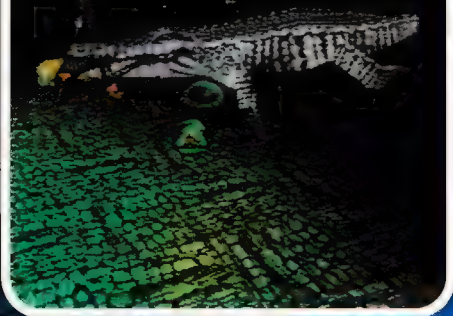
The most striking 3-D world in all of game-dom. Beautiful sea creatures propel themselves with polygon perfection.



Pilot 8 state-of-the-art submarines. Amass your fortune and trade up from a USN RV-1 mini-sub to a deadly Viper attack sub.

ADVENTURE.

Explore mysterious wrecks, retrieve a lost satellite, defuse a nuclear warhead, then treat yourself to some alligator shoes.



TREASURES OF THE DEEP

THIS TIME, YOU'RE IN OVER YOUR HEAD.

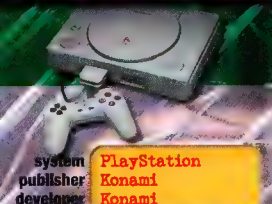


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system: PlayStation
publisher: Konami
developer: Konami

strategy talk

You will rarely find a game with this much depth and gameplay. In the course of working on this strategy, I have beaten this game five times in succession and still haven't tired of it.

The U.S. version is finally here, and it has been enhanced over the import. The enemies have more animation and voice. Rumor has it that there are more codes too.

The best overall strategy for Castlevania: SoTN is to build up Alucard quickly. Find a spot that grants you a lot quickly and go back and forth. This will make the game much easier.

The Street Fighter-esque moves are hidden in the form of spells. Some are part of weapon attacks. These are other element of gameplay that even the odds in your favor.

The best thing about Castlevania: Symphony of the Night is that every enemy has a pattern. There are very few instant hits. It's possible to get through without getting hit. Tough, but possible.

—Andrew
"Pumpkinhead" Baran

strat-stats

time to complete: 10 hours
challenge: moderate
best Castlevania? yes
all-night work days: 5 (yawn)
most lazy schlep: Jason, see ya buddy
EGM:

Familiars of Alucard



SWORD: It will fly around the screen, whirling about in a ring of death. Power it up to level 50, and you can equip it!



DEMON 1 & 2: These minions will attack enemies with their spears or cast magic. They have more attacks as they build up.



FAERIE: This lady will guide you through the harder sections of the game by offering hints. She'll occasionally heal you too.



BAT: This winged rodent will immediately swoop in to attack foes. The more exp. levels it has, the more bats will join you.



SPRITE: Like the Faerie, the Sprite will heal you up. She will also provide you with resistances to certain kinds of attack.



GHOST: The luminescent skull flies about, sucking the life out of baddies. At later levels, it'll start healing you.

The familiars can be helpful, especially after you power them up. No matter what you kill, they'll receive the experience point for enemy. To build them up quickly, go into the merman room and hack away.

Spells

HELLFIRE
U.D.B.F.F. + attack (+ up for LV2)

(15 MP) Lets you teleport over firm ground and launch fireballs.

SUMMON SPIRIT
B.F.U.D. + attack

(5 MP) Summons a fierce soul that fights enemies for you.
DARK METAMORPHOSIS
CHRG. U.F.U.F.D.F.D. + attack

(10 MP) Heal up HP by shedding the blood of opponents.

SOUL STEAL
B.F.D.F.D.D.B.B.B.F. + attack

(50 MP) Steals the life force of all nearby enemies for your HP.

TETRA SPIRIT
CHRG. U.F.U.F.D.F.D. + attack

(20 MP) Launches four spirits at once to attack foes.

WOLF CHARGE
D.D.F.F. + attack

(10 MP) The wolf lunges forward in a lupine fury of teeth and fur.

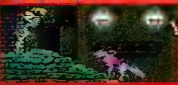
Castlevania

Symphony Of The Night

PART 1

Transformations

WOLF



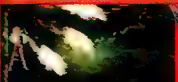
The wolf is the only form that lets you swim in water. You can also charge through walls to reveal secret areas, three power-up relics.

BAT



To unreachable heights and over deadly terrain. The bat can use relics to shoot fireballs and use radar, four power-up relics.

MIST



Walt through grates and poison enemies with your smoke-like body, three power-up relics.

Statistics

The statistics determine many things about Alucard. Items will modify them, so it's best to know what they do. A high strength and luck will probably be the best skills to improve in the long run.

Strength: The amount of damage you do is dependent on how high this statistic is.

Constitution: This is the stat that determines your overall defensive capabilities.

Intelligence: This stat lets you cast more of your spells with your magic points.

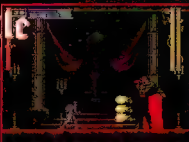
Luck: Luck determines the number and quality of items dropped by the enemies.



Prologue: Final Battle



To defeat Dracula, jump and hit him in the head. Then pull back, duck and whip the fireballs. When he morphs, he'll chuck out three fireballs. The first and last go far. During the third, whip him. Slide when he jumps.



Duck in front of Dracula to whip the fireballs.

Alucard's starting stats are determined by several factors:

- 1: He should not pick up any item (holy water or cross).
- 2: He should not get hit.
- 3: Do not let Maria resurrect him.



Special Weapons



The Cross

Hits all enemies on the screen.



The Ax

Flies upward to strike aerial foes.



Dagger

Goes straight out from Alucard.



The Gem

Bounces around until it hits.



Stopwatch

Freezes enemies for five seconds.



Holy Water

Creates a deadly patch of flame.



The Ring

Protects Alucard by circling around.



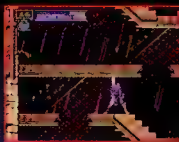
Holy Water

Falls just like the holy water.



Thunder Ring

Fries any enemy hit. Lots of hits.



These weapons use up hearts, but other than that, they can be used once you find them. You can only carry one at a time though. Richter can use these weapons normally (a bit more powerful though), or in one giant superblast. Just use the Triangle button.

Richter Belmont



To play as Richter, you must have at least 170 percent of the game completed with Alucard. Then, at the Password Screen, input your name as RICHTER. You will then be able to play as the fabled hunter. The gameplay is more traditional. You can only take a couple of hits before you die, and you cannot improve your stats. However, the items are more powerful, and his whip is very deadly. For a challenge, beat the game with Richter.



Belmont Leap

D, U + jump



Backflip

Jump x2 Fast



Maelstorm

360 deg. + Attack



Slide

D + jump



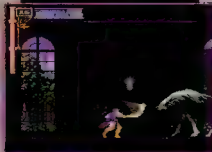
Slide Leap

D + jump x2



Rushing Blade

U,D,B,F + Attack



Map Key

1. Entrance
2. Alchemy Laboratory
3. Marble Gallery
4. Outer Wall
5. Long Library
6. Royal Chapel
7. Colosseum
8. Castle Keep
9. Underground Water
10. Olrox's Room
11. Abandoned Mine
12. Catacombs
13. Clock Tower



Save Rooms

The save rooms not only allow you to save your progress in case you die, but they also heal you if you enter them. They will show up on your map as a red square room. GO to them whenever you need.



Warp Rooms

There are five warp rooms hidden about the castle. They teleport you clockwise around the dungeons to every warp room you've discovered. These are best used to teleport back to the save in the beginning.

Entrance

This is the first area of the game. Build up Alucard quickly by killing the zombies in the first few hallways. They will eventually drop Cloth Tunic which provide valuable

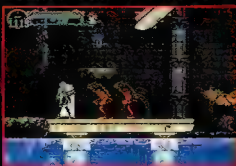
protection once Death takes away your items. Later in the game, you'll want to fly up to the Power of the Wolf just outside the

main entrance. Also, the upper left-hand side of the merman room has a hole you can fly into. This path leads to the Holy Mail. Hit the sides of the rock outcropping in the merman room to uncover some Pot Roast and the secret to opening up a room later (see below) in the game. Remember, build up early!



Hit the stone before the stairs for some Turkey.

To get the Wonder Drug and Jewel Sword, you'll have to unlock a secret room on the bottom left of the merman room. Run through the cave, from left to right in Wolf form, multiple times. It'll open up.



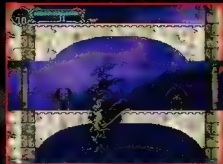
ITEM Checklist

Here's a checklist for all of the items you'll find in the Entrance Level. The relics are on the map.

- Pot Roast
- Heart Max X2
- Life Up X2
- Shield Potion
- Turkey
- Holy Mail
- Wonder Drug
- Jewel Sword
- Power of Wolf (relic)
- Cube of Zoe (relic)



Death will remove all of Alucard's equipment.



Fall to the left of the hole to get an easy Heart Maximum.

Alchemy Laboratory

ITEM Checklist

Here's all of the items found in the Laboratory.

- Hide Cuirass
- Leather Shield
- Resist Thunder
- Heart Max
- Life Up
- Cloth Cape
- Sunglasses
- Basilard
- Potion
- Cat Card (relic)
- Skill of Wolf (relic)



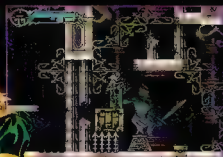
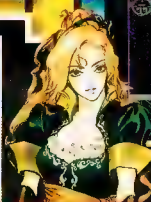
Dodge the hits of Slogra as he's dropped from Gaibon. Smack him as he's lifted up. Use the ax for a few bonus hits. Then nail Gaibon with your spells and also lob plenty of axes at him.

SLOGRA

GAIBON

200HP 200EXP

200HP 200EXP



Push the box onto the spikes and raise it up.

Slogra & Gaibon



This area is loaded with skeletons and axmen. The first room that leads upward has two breakable walls. One is on the left, and the other is on the floor. This area has a

small puzzle that lets you push a box onto spikes. By hopping onto the right-hand button, it'll raise the box to form a platform to a new area. If you have bought the Jewel of Open,

you can reach the Royal Chapel. Go through the blue doorway on the far left.



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Marble Gallery

The Marble Gallery is a long-reaching area. The center area has a clock that plays a significant role in saving Richter from damnation. This level is the center point from which most of the sections connect to. You must use a switch to open up the bottom paths and the clock to get to the upper floors. The far-right hallway is an excellent place to build experience.



The Clock

The clock that lies within the center of the castle is one of the most significant rooms in the game. During certain time intervals, the passageways in the ceiling will open. You can force them open if you use the Stopwatch here. The bottom of the floor

will open if you wear the Silver and Gold Ring at the same time. Doing this will lead to an item that allows you to save Richter.



ITEM Checklist

- Strength Drug
- Alucard Sword
- Alucard Shield
- Alucard Mail
- Library Card
- Heart Max X2
- Life Up X2
- Attack Potion
- Potion
- Hammer X2
- Wonder Drug
- Holy Glasses
- Spirit Orb (relic)
- Gravity Boots (relic)

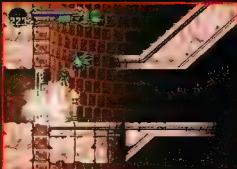


Once you have bought the Jewel of Open, you can open the blue door and trigger the switch that opens the floorways. This will get you to new areas of the map.

Use the elevator to reach Maria in the center area.

Outer Wall

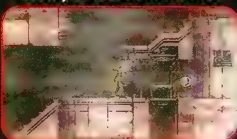
The Outer Wall is a pretty straightforward level. One of the most important things to remember is that there is a Save Point at the very top. You will probably be using it many times. You will be able to get your first transformation (a wolf) inside the elevator's top floor. Unlock the warp here too.



Use the Mist form to breeze through the gates.



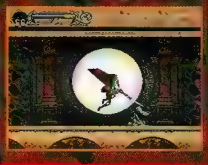
Trigger the switch, and then you can use elevator.



Doppelganger10

You must fight a clone of yourself. He's at Level 10 strength, and is equipped with the Bat form and daggers. Block his shots with your shield. Use magic to force him into Mist form. Then hit him as he comes out of it.

DOPPELGANGER
120HP 500EXP



ITEM Checklist

- Ladies
- Garnet
- Mirror Cubes
- Heart Up
- Pot Roast
- Jewel Knuckies
- out of Wolf (relic)

You can look through the telescope!



Only 10% of
weapons-grade
nuclear material
is subject
to international
safeguard.





The
remaining
90% is subject
to more
extreme security
measures.

Enter the military
outfit U.S. officials deny
even exists. This time,
they're out to stop a
maniacal terrorist with
stolen nuclear weapons
At their disposal, heavily
armed assault vehicles,
including a Super Apache
helicopter, Harrier jet
and Abrams tank. An
undeniably lethal
arsenal. But when the
alternative is global
extinction, there's no such
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Long Library

The Library is important because you can find the shop and the Bat transformation here. The first section of the level is loaded with Uncurses, so it might be a good idea to stock up. Go in and out of the first and second rooms. When first starting out, kill Dhurons until you get the Rapier. It's a powerful sword if you get it now. It'll make things easier.



The library contains the shop. Buy techniques and items here. This is the place for info.

ITEM Checklist

- Bronze Cuirass
- Stone Mask
- Topaz Circlet
- Holy Rod
- Takemitan
- Onyx
- Life Up
- Frankfurter
- Antivenom
- Potion
- Soul of Bat (relic)
- Magic Scroll (relic)
- The fairie Card (relic)

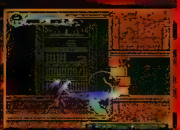
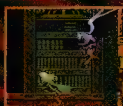
THIS SHOP

More items appear after you clear more. Save up the money you find.

Jewel of Open	500
Potion	800
Antivenom	200
Uncurse	200
Hammer	200
Magic Missile	300
Bwaka Knife	400
Library Card	500
Sabre	1,500
Mace	2,000
Damascus Sword	4,000
Leather Shield	400
Iron Shield	3,980
Velvet Hat	400
Leather Hat	1,000
Circlet	4,000
Iron Cuirass	1,500
Steel Cuirass	4,000
Diamond Plate	12,000
Reverse Cloak	2,000
Elven Cloak	3,000
Joseph's Cloak	30,000
Medal	3,000
Castle Map	103
Magic Scroll	500
Ring of Dales	4,000
Duplicator	500,000

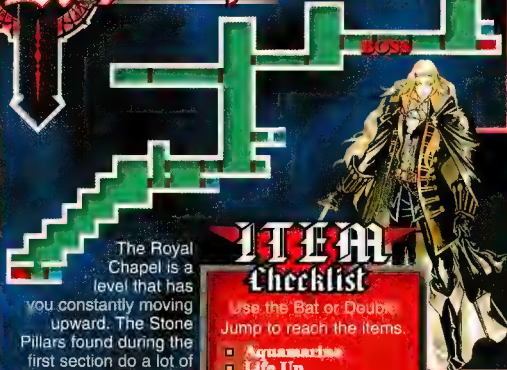
Lesser Demon

The Lesser Demon summons forth lesser minions to attack you. Kill the fodder for easy experience. The demon is really easy to hit if you are equipped with the ax.



LESSER DEMON
400HP 100EXP

Royal Chapel

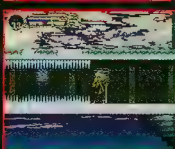


The Royal Chapel is a level that has you constantly moving upward. The Stone Pillars found during the first section do a lot of damage, but if you time your strikes, it should be easy to kill them. Near the top is a Pillar with a spike at the top. You can get a lot of experience by executing it. Sometimes you can go up a level or two from a single kill. The Puppet Sword can be killed from a distance with spells and the ax.

ITEM Checklist

Use the Bat or Double Jump to reach the items.

- Aquamarine
- Life Up
- Strength Drink
- Silver Plate
- Zircon
- Potion
- Outlaw
- Goggles
- Mystic Pendant
- Magic Missile
- Shuriken
- Ankh of Life
- TNT
- Boomerang
- Silver Ring



The Confessional

The Confessional is an eerie room to visit. Sit at the booth and wait. Sometimes a priest will appear and grant you an offering of grape juice. However, if the curtain closes, leap back or get impaled with spikes.

Use the Spike Breaker armor to reach the far-left room. Meet Maria, and she'll give you one of two rings (Silver) necessary to open the secret room underneath the clock in the Marble Gallery.

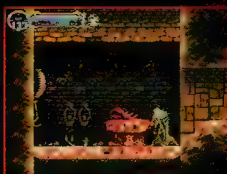
Hippogriff

The Hippogriff will fly back and forth across the screen. When it lands, it will pause for about three seconds then breathe fire. At this time, hack a few hits or use a spell to hit it. After hacking up some fire chunks, the Hippogriff will fly right toward you. A well-timed jump will get you out of harm's way. Repeat this pattern, and you should win.

HIPPOGRYFF
800HP 800EXP

Colosseum

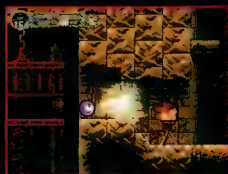
The Colosseum is loaded with rooms teeming with enemies. The best way to move through is to keep on doing the Hellfire spell that goes through all monsters. This kills weaker ones and wounds the tougher ones. You'll find the Shield Rod here, which will let you summon things depending on the shield you've got equipped.



Collect the Blood Cloak to restore hearts more easily.



Break the ceiling in the room above the Bosses.

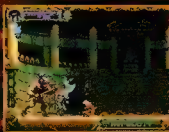


Collect the Mist form ability right after you defeat the Boss.



Minotaurus & Werewolf

Just do the Soul Steal spell three times, and both of these Bosses should just disappear. Just make sure to stand back far enough from both of them.



MINOTAURUS

WEREWOLF

300HP 400EXP

250HP 300EXP

ITEM Checklist

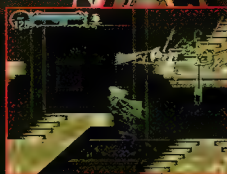
(with Shield) 0-1

The Shield Rod does things with each shield.

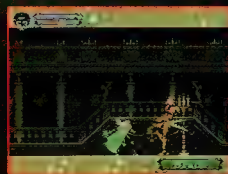
- Heart Max
- Knight Shield
- Blood Cloak
- Shield Rod
- Green Tea
- Library Card
- Wand of Mist (not)

Oloxx's Room

Oloxx's Room is one of the smallest levels in the game, but the enemies here are tougher than most others. The important item in this area is the Echo of the Bat which allows you to use radar to see in complete darkness. This is used for the dark rooms in the Catacombs that are lined with spikes.



Attack the sword with ranged weapons before it sees you.



Kill Blade over and over for a quick experience build up.

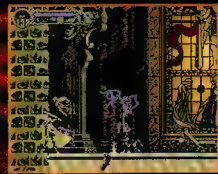
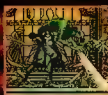
ITEM Checklist

Max out the Sword. Familiar's level for a supremely powerful weapon that shreds foes.

- Check
- Chyx
- Endowment
- Mana Prism
- Heart Fire
- Luck Drag
- Stone
- Iron Ball
- Heart Max
- Echo of Bat (traded)
- Sword Card (traded)

Oloxx

Oloxx is a deadly magician who fills the screen with his spells. Kill off his first form by using your own spells on him. Stand close to his second form and slice away.



OLQX

566HP 500EXP

These two codes work on the *Japanese version* of the game only. Look for the equivalent codes in the U.S. release.



To start the game with the axman's Suit of armor, simply type in AxeArmor in the Name Create Screen. It's hard to play in the armor.

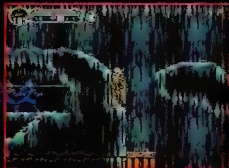


This code starts you off with 99 Luck. This'll let you pick up items dropped by the enemies much easier.

Underground Water Vein

You'll find a lot of items in this level. Most important is the Holy Symbol that lets you survive being immersed in water. Also of interest is a candle found near the ceiling about halfway down the far-left river. Inside is a bag of money (\$2,000). You can collect it over and over. This is the place to go when you need some quick cash.

The waterfall hides plenty of secrets within its torrents, but you'll need the Holy Symbol to survive the hits. Remember, the bat will change back to Alucard if you get wet. Use the mist to get to locations behind the water.



Shove the block over the vent to drown the Spearman.



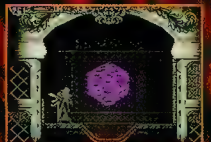
Across the waterfall is a room with a switch. Push it in, and a Skeleton Ape will drop in and chuck a barrel. The barrel will destroy the floor (take the Herald Shield). Now, go to the room to the right that had the wooden floor with the Life Up and Wood Max underneath. Lure the new Skeleton Ape over to the floor and he'll reveal a whole new level under it.



The Ferryman will take you across the left river, so that you can retrieve the Merman Statue. Once this item is collected, the Ferryman will be able to take you across the right river. On the other side is the Holy Symbol, which protects you from water.

Smash the floor to find the way to the right-side river. Make sure you have the Merman Statue first.

Succubus



The Succubus is pretty easy to beat. She'll fly straight up, and proceed to fire out blades. If you stand between them (the best place being about three steps to the side) and launch your ax, you'll win.



SUCCUBUS

666HP 2000EXP



Scylla Wyrm



SCYLLA WYRM
200HP 500EXP

To beat the Scylla Boss easily, you've got to take out the snake heads first. Stand on the pedestal and send out a slew of super fireballs her way. This will not only burn off the snakes, but will wound the wolf heads too. Then pounce in close to her head and slice away. Beating the Scylla Wyrm will grant you the Crystal Cloak.

ITEM Checklist

- Antivenom
- Pentagram
- Zircon
- Heart Max X3
- Life Up X5
- Bandanna
- Shitake X4
- Toadstool X2
- Knuckle Duster
- Schmitzer
- Crystal Cloak
- Playmore
- Meal Ticket X4

This level has 37 items in all. However, most of them are right out in the open for you to nab.

- Moonstone
- Gold Ring
- Secret Boots
- Herald Shield
- Potlon
- Eldric
- Quax
- Leadst. Ice
- Pot Roast
- Nunchaku
- Merman Statue (relic)
- Holy Symbol (relic)

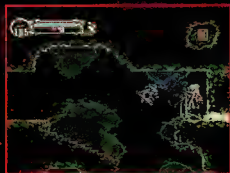
The Lost Level



There is evidence that a level from the demo may have been cut from the final release. When starting the game as Richter, press back as soon as the game starts, and should fall through the gate. The screen will flash, but you can get things back to normal by doing special moves. What's strange is that it leads to three new rooms, including a Save Point. Even more interesting is that the grate that allows

Abandoned Mine

This area features what will probably be your first familiar. He'll open up the way to fight a Venus Weed and its garden. She is great for building up experience, but her hits do way too much damage. Try your sword on every wall. There are secrets to be found. The bottom of this section leads straight to the catacombs. Be prepared.



Use the Demon Familiar to open up the passageway.



After the Venus Weed room look for a secret passage.

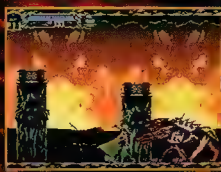
The Ring of Ares will grant you the strength of 24 men. Once equipped, you'll be able to kill enemies with a single slice! It's one of the best options to equip.

- Shitake X2
- Karma Coin
- Combat Knife
- Ring of Ares
- Turkey
- Peanuts X4
- Barley Tea
- Power of Sire
- Demon Card (relic)



Cerberos

This giant hellhound guards the entrance to this level. Jump in close, hit him a few times, then jump to a platform to avoid his shots. Your shield will not protect you from his fire. Spells will also serve you well, particularly Soul Steal.

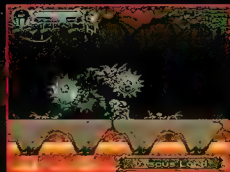


CERBEROS

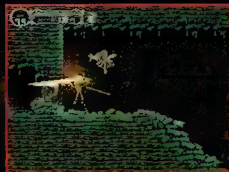
800HP 1500EXP

Catacomb

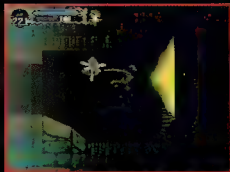
This is the level with the most frustrating enemies. The worst of which are the gremlins. They'll leave patches of fire that will stay until you slice them away. It's easy to get bounced from hit to hit. The Salem Witches are another opponent that can be frustrating. These girls can launch seeking fireballs. They are hard to dodge. And last but not least, are the slimes. These creatures cannot be hit by normal swords. Use holy weapons or blunt instruments.



Stand and duck up close to the saw guy to kill him.



Just above the saw guy is a breakaway wall and room.



Use the Echo of the Bat to find your way in the darkness.

Granfaloön



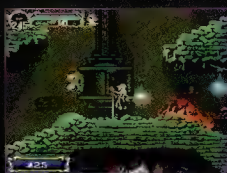
The Granfaloön is a giant mass of bodies that drop out in groups of 10-20. After a set amount of parts are destroyed, you'll see the core and a series of tentacles. When one opens up, prepare to dodge a laser. The best way to beat this Boss is to stand on the platform and use the most powerful spells like the souped-up Hellfire and Soul Steal. You won't have to worry about the corpses while on the ledge. An ax also helps out on this Boss.

GRANFALOÖN

400HP 3000EXP

Walk Armor will replenish your life as you walk. Do not jump, as it ruins the effect of the suit.

- Woodstone
- Cat's Eye Circle
- Cross Shariken X4
- Karma Coin X2
- Spike Breaker
- Library Card
- Monster Vial 3 X4
- Heart Max X2
- Life Up
- Bathroom Mask
- Gebrand
- Walk Armor
- Hornet



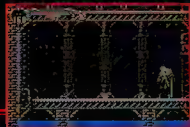
Use holy or blunt weapons to kill the giant slime creatures.

Clock Tower

The Clock Tower has changed significantly since Castlevania 3, but the Medusa Heads are still here. Move slowly up this area, because a single hit can drop you back to the bottom if you're unlucky. If you have the Faerie equipped, you might want to turn her off, as she'll waste your precious items trying to restore you every time you get hit.

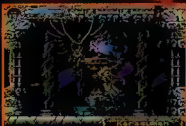


Hit all the switches until they click to unlock a room.



Karasuman

This birdman likes to fire flechettes of feathers at you. If you stand far enough away from him when he fires, you can see a pattern and dodge the feathers. Hop in close and do either a jump strike or toss an ax at him. He's not too tough.



KARASUMAN
500HP / 1000EXP

Use the ax to smash the Karasuman out of the air.

ITEM Checklist

- Magic Maselle
- Pentagram
- Heart Max
- Life Up
- Steel Helm
- Gold Plate
- Star Flail
- Pot Roast
- Healing Mail
- TNT
- Bwaka Knife
- Shuriken
- Ice Mail
- Bokatorwa
- Shaman Shield
- Ire of Bat (relic)

Underneath the pendulums, there is a smashable wall.

On the top-right corner of the second clockwork room, there is a breakable wall. On the other side is the actual clock tower clock. You can find a Heart Max and a Life Up. The Flea Riders are tough, so time your cuts.

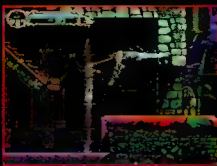
Castle Keep

The first castle ends where it all began, high atop the Castle Keep. This area is important, because you can find the Leap Stone here. The resulting Double Jump abilities will unlock a significant portion of the game. If you are looking to get a

maximum percentage of the game completed, make sure to fly over all the open air. Check your map to see that you've flown over everything. Every little square counts toward your overall total. In the foyer of the Keep there is a trigger (see pic below.) Inside is a lot of items and the Platinum Armor.



Smash the wall next to the Leap Stone for an item.



Hit the wall to reveal a trigger. There's an upstairs!

ITEM Checklist

You'll need the Bat form to reach most of these.

- Tyr Ring
- Targuolus
- Turkey X2
- Falchion
- Frankfurter
- Pot Roast
- Siroin
- Heart Max X3
- Life Up X2
- Resist Stone
- Resist Dark
- Resist Holy
- Platinum Mail
- Leap Stone (relic)
- Tower of Mist (relic)

Richter Belmont

Richter is under the control of Shaft. To see through the illusion, wear the Holy Glasses. This way, you see a green globe hover above the Belmont. Hammer the globe about three times, and the curse will be lifted. With Richter safe, Shaft will open the way to the castle down castle. (To Be Continued...)



Be sure to smash the magic globe and not at Richter.

RICHTER
400HP, 0EXP



NAME	HP/EXP.	DROPPED ITEMS	NAME	HP/EXP.	DROPPED ITEMS
Dracula	600/0	none none	Minotaurus	300/400	none none
Blood Sucker	9/0	none none	Werewolf	260/300	none none
Bat	1/10	Potion Monster Vial 2	Bone Ark	250/40	Monster Vial 3 Skull Shield
Stone Skell	??/0	none none	Valhalla Knight	161/100	Estoc Claymore
Zombie	1/5	\$100 Cloth Tunic	Cloaked Knight	65/80	Flamberge Heaven Sword
Merman	10/12	Zircon Monster Vial 1	Fishhead	70/50	Resist Ice Icebrand
Skeleton	9/10	Shield Potion none	Lesser Demon	400/100	Obsidian Sword Holbein Dagger
Warg	32/10	none none	Lesotho	99/50	Sirioin Firebrand
Bone Scimitar	18/15	Short Sword Red Rust	Salem Witch	180/80	Gold Circlet Shortcake
Merman (red)	10/12	Zircon Monster Vial 1	Blade	380/100	Hunter Sword Gold Plate
	18/20	none none		402/120	Combat Knife Gold Plate
Ax Knight	32/10	Axe Bronze Cuirass	Hammer	250/110	Hammer Gold Plate
Bloody Zombie	24/15	Cloth Tunic Basilard	Discus Lord	450/140	Chakram Jewel Sword
Slinger	12/10	Leather Shield Knight Shield	Karauman	500/1000	Resist Dark Ring of Fearnor
Ouija Table	20/20	Barley Tea Morning Set	Large Silme	64/100	none none
Skelerang	18/15	Boomerang Fire Boomerang	Hellfire Beast	380/150	Lightning Mail Fire Mail
Thornweed	12/20	Grapes Strawberry	Cerberus	800/1500	none none
Galbon	200/200	none none	Killer Fish	120/100	Aquamarine Sushi
Ghost	11/10	\$400 Antivenom	Oloxo	666/500	none none
Marionette	20/30	Smart Drug Circlet	Succubus	666/2000	none none
Slogra	200/200	none none	Tombstone	5/88	Katana Green Tea
	80/50	Pentagram Tart		100/150	Coral Circlet Heart Refresh
Flea Man	11/17	Takemitsu Cheese	Lion	150/1000	Gauntlet Fist of Tulkas
Medusa Head (red)	12/20	Resist Stone Medusa Shield	Scarecrow	120/1000	Javelin Muramasa
Blade Soldier	16/20	\$400 Namakura	Granfaloon	400/3000	none none
Bone Musket	24/20	Magic Missile Talisman	Schmoow	50/1000	Ramen Crissaegrim
Medusa Head (red)	12/30	Resist Stone Medusa Shield	Tin Man	48/1000	Lunch A Mojo Mail
Plate Lord	90/90	Iron Ball Neutron Bomb	Balloon Pod	3/88	none none
Stone Rose	60/60	Leather Shield Mele Ticket	Yorick	10/300	Monster Vial 3 Skull Shield
Ax Knight	42/50	Ax Axelord Shield	Bomb Knight	46/140	TNT Dynamite
Ctluhu	200/100	Pentagram Bat Pentagram	Flying Zombie	190/50	Shuriken Frankfurter
Bone Archer	10/50	\$400 Magic Missile	Bitter Fly	4/128	Luck Drug Mystic Pendant
	64/30	Antivenom Ballroom Mask		20/150	Shuriken Flame Star
Doppelganger10	120/500	none none	Archer	300/140	Heart Refresh Vorpal Blade
Owl	26/30	none none	Werewolf	280/200	Iron Fist Yasutsuna
Phantom Skull	15/30	Felt Hat Resist Dark	Black Panther	35/600	Meal Ticket Masamune
Scylla Worm	130/100	none none	Darwing Bat	600/1200	none none
Skeleton Ape	10/30	Banana TNT	Dragon Rider	120/150	none none
Spear Guard	20/70	Javelin Iron Cuirass	Minotaur	320/250	Sirioin Fury Plate
Spellbook	26/30	\$1,000 Pentagram	Nova Skeleton	20/444	Monster Vial 3 Terminus Est
Winged Guard	15/30	Iron Shield Javelin	Orobourous	200/150	Karma Coin Lapis Lazuli
Ectoplasm	18/70	Uncurse Mana Prism	White Dragon	260/150	none none
Sword Lord	61/80	Cutlass Bekatowa	Fire Warg	200/160	Turquoise Karma Coin
	10/20	Blue Knuckles Pizza		160/250	Jewel Knuckle Platinum Mail
Armor Lord	84/100	Rapier Sabre	Sniper of Goth	50/200	Magic Missile Brilliant Mail
Corner Guard	48/30	Cutlass Damascus Sword	Spectral Sword	540/400	Gurthang Mablung Sword
Dhuron	32/50	Hide Cuirass Rapier	Ghost Dancer	30/160	Buffalo Star Stone Mask
Frog	2/20	Knuckle Duster Pizza	Warg Rider	120/160	none none
Frozen Shade	16/40	Ice Mail Ice Cream	Cave Troll	88/333	Neutron Bomb Nauglamir
Magic Tome	22/35	\$2000 Sabre	Dark Octopus	280/120	Sushi Green Tea
Skull Lord	80/50	Scimitar Skull Shield	Fire Demon	320/666	Fire Shield Marsil Sword
Black Crow	15/50	Aquamarine Red Bean Bun	Gorgon	240/555	Hammer Stone Sword
Blue Raven	15/50	Zircon Pork Bun	Malachi	450/666	Dark Shield Dark Armor
Corpseweed	18/100	Antivenom Potion	Akmodan II	1200/2500	none none
	36/50	Morningstar Pot Roast		100/1000	Zwei Handler Heart Refresh
Flea Rider	17/50	Turkey Ham & Eggs	Doppelganger40	777/2001	none none
Spectral Sword	90/80	Broadsword Bastard Sword	Medusa	1100/2500	none none
Bone Halberd	30/40	Javelin Ham & Eggs	The Creation	1100/2500	none none
Scylla	200/500	none none	Fake Grant	800/1200	none none
Hunting Gun	88/70	Were Bane Cheesecake	Fake Trevor	1200/1000	none none
Mudman	15/50	none none	Imp	43/66	Luck Drug King's Stone
Owl Knight	180/50	Cutlass Medal	Fake Sybil	1000/1500	none none
Spectral Sword	100/100	Broadsword Bastard Sword	Beezeblub	2000/4444	none none
Vandal Sword	120/100	Holy Sword Muramasa	Azaghal	330/700	Covenant stone Mournblade
Flea Armor	18/40	High Potion Iron Cuirass	Frozen Hail	118/600	Necklace of J Opal Circlet
	800/800	none none		210/450	Wizard Hat Manna Prism
Paranthropus	100/50	Gauntlet Ring of Varda	Richter Belmont	400/0	none none
Slime	32/50	none none	Dodo Bird	2/111	Heart Broach Runesword
Blade Mage	65/80	Shotel Cross Shunken	Galamoth	??/9999	none none
Wereskeleton	33/50	Strength Drug Gamet	Guardian	500/1500	Great Sword God's Garb
Grave Keeper	123/60	Miso Soup Natou	Death	888/4444	none none
Gremilin	100/60	Resist Fire Fire Mail	Shaft	1300/0	none none
Harpy	26/70	Apple Wonder Drug	Dracula	??/0	none none



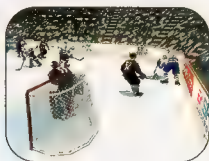
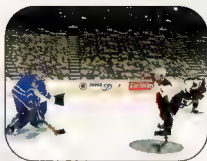
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SEGA GENESIS

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system
publisher
developer

PlayStation
Namco
Black Ops Ent.

strategy talk

You would've been shocked to hear the number of expletives I used in the process of beating this game.

Which is not to say that I didn't like it—quite the opposite. This was one of the most enjoyable 3-D action games I've played in recent years, thanks to its theme (undersea exploration), its superior graphics (just check out the sea animals) and its numerous secrets.

Still, it was the special challenge of the levels combined with plenty of pesky enemies that prompted the swear words to fly. With that said, here are some keys of advice when playing:

1. **Save all**—continue power-ups. It's a good idea to replay some levels to gather more cash and continue power-ups.

2. **Torpedoes/missiles** are your best weapons since they automatically target enemies, even if you can't see them yet.

—Nelson "Norman Bates" Faruc



strat-stats

time to complete:
a grueling week
best visual perk:
mermaids (look up)
worst visual perk:
floating dead bodies
most useless item:
flares
top South Park line:
"don't kick the baby"

SUBMARINES

Here are all the subs ranked from best to worst in five categories. The most important stats by far are **Hit Points** and **Agility**. **Top Speed** is only an issue with the slower cargo-carrying subs, while **Payload** is meaningless if you equip your sub wisely before you start a mission.

While there are eight submarines to choose from, you only need to buy two. With that said, the best vehicles to buy—based on my personal experiences—are marked with a ★ after the name. In the long run, they're definitely worth saving your cash for.

Hit Points	Agility	Top Speed	Payload	Cost
1. Deep Rover★ (150 HP)	1. Devil Ray★ (122"/sec.)	1. Viper (55 knots)	1. Typhoon (12,000 lbs.)	1. USN-R1 (\$0)
2. Typhoon (125 HP)	2. Viper (113"/sec.)	2. Devil Ray★ (49 knots)	2. Deep Rover★ (10,200 lbs.)	2. Typhoon (\$800,000)
3. Nautilus (100 HP)	3. Porpoise (91"/sec.)	3. Porpoise (47 knots)	3. Nautilus (9,000 lbs.)	3. Porpoise (\$1.35 mil.)
4. Devil Ray★ (100 HP)	4. Marlin (84"/sec.)	4. USN-R1 (36 knots)	4. Marlin (7,500 lbs.)	4. Marlin (\$1.89 mil.)
5. Marlin (90 HP)	5. Nautilus (74"/sec.)	5. Marlin (34 knots)	5. Devil Ray★ (6,200 lbs.)	5. Nautilus (\$3.15 mil.)
6. Viper (80 HP)	6. USN-R1 (72"/sec.)	6. Nautilus (31 knots)	6. Viper (4,500 lbs.)	6. Deep Rover★ (\$4 mil.)
7. Porpoise (75 HP)	7. Deep Rover★ (66"/sec.)	7. Typhoon (25 knots)	7. Porpoise (3,000 lbs.)	7. Viper (\$4.86 mil.)
8. USN-R1 (60 HP)	8. Typhoon (62"/sec.)	8. Deep Rover★ (24 knots)	8. USN-R1 (1,300 lbs.)	8. Devil Ray★ (\$5.4 mil.)

TREASURES OF THE DEEP

EQUIPMENT

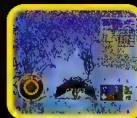
Here's a list of the stuff you must buy (or find in levels) and use, as well as why:

- Net:** Don't use 'em just for getting cash, use them to "kill" smaller foes with one shot. (3 lbs./\$500)
- Seeker:** These red mines should be saved for Bosses; they're very powerful. (35 lbs./\$1,600)
- Missile:** Stronger than torpedoes, but if you shoot too close, they may veer off. (50 lbs./\$10,000)
- Sonar:** This tool shows targets by size to get a better read on what's ahead. (30 lbs./\$150,000)
- Medkit:** A must-have on the later levels—use them to save your continues. (20 lbs./\$20,000)
- Air Pony:** One tank fills two-thirds of your air supply, so you can explore longer. (15 lbs./\$10,000)

And now, a list of the useless garbage, and why you shouldn't waste your money:

- ROV/ROV Plus:** The idea of having a remote sub is great until it gets blown up, which happens all too easily.
- Flares:** You really only need light enhancement for **Montezuma's Revenge**; invest in the **Visor** goggles instead.
- Other Wet Suits:** There's no need to ever leave your sub once you get the **Devil Ray** (which you can use in most **Shallow Depth** levels, by the way).

GENERAL TACTICS



The third-person view obscures sight. Try not to use it.

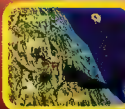


- With enough continues (five to 10 of 'em), you can finish virtually any level. See the **Hitler's Lost Gold map** for a cheap power-up loop.
- Some enemies—especially the bigger subs—**stand still until hit**. So, you can easily take them out with a mine or two, as long as you don't wake them up by blundering past them or shooting your harpoon at them.
- Enemies without homing weapons will rarely hit you if you circle around them using the strafe buttons. This works great against divers!

BONUS LEVELS

Here's how to find two hidden levels in the game:

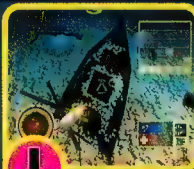
- To find **Atlantis**, find all 10 mysterious Greek tablets (see the maps for exact locations).
- To find **Shark Attack**, earn a lot of gold in a stage (i.e., more than \$300,000 in the **Montezuma's Revenge Level**) or finish the **Atlantis Level**. Then you get to control a hungry shark for bonus cash!



In **Shark Attack**, seek out and kill the whales for big cash bonuses. The clock is ticking...

WRECK OF THE CONCEPCION

- **Analysis:** Don't rush through this level, and you will be fine. Don't collect bonuses until you're sure the area is clear—a rule of thumb for all levels!
- **Challenge:** Minimal
- **Replay Value:** None

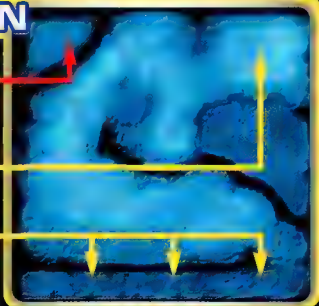


Almost all elements on the sea floors can be shot at to uncover power-ups, especially plane/ship wrecks, clams, rocks, steam pipes...

■ **Greek Tablet:** You can ride a manta ray to get in, or enter on your own. Look for a dip atop the cliff walls to find the entrance.

■ **The Cross:** Kill the eel guarding the boat before you enter. (It seems like it's invincible, but shoot at it long enough and it'll die.)

■ **Net Gain:** You can earn lots of cash early on by catching lobster traps. You get cash for live lobsters too, so don't shoot them!



HITLER'S LOST GOLD



■ **Boss:** Kill the octopus with mines, then collect Greek vases in a corner of the room before taking the Greek tablet frame.

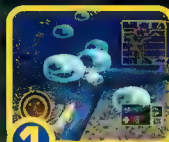


■ **Speed Run:** To use the Time Bomb in the allotted time, make sure you turn right here. The other route takes you back.



■ **Continue!** Since this level can run as short as three minutes, play this level repeatedly to stock up on a 1-Up hidden here.

- **Analysis:** Find a gold frame and boxes.
- **Challenge:** None, if you don't kill anything.
- **Replay Value:** Awesome for cash, continues.



To get to the octopus, you have to blow up a cargo plane...



...to move a ship blocking the path. Shoot both wrecks for treasure.

MONTEZUMA'S REVENGE

- **Analysis:** Find two treasures and get out!
- **Challenge:** The lack of light makes it tough.
- **Replay Value:** OK. Good for raising cash.



The first treasure you must find in this room will open...

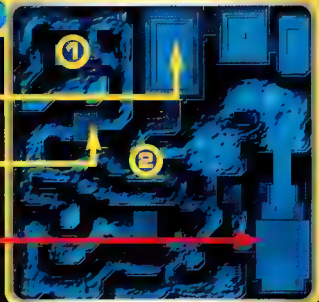


...a door that was previously locked over here. So go back now!

■ **Boss:** The aquatic lizard can be killed with a heavy dosage of mines. If you don't kill it, it will chase you into the next room.

■ **Earthquake:** Damaging blocks will fall on you in this room; they won't stop until you collect all six coins inside.

■ **Greek Tablet:** You need to shoot a statue in this room to uncover a hidden hallway that leads here, where the secret lies.



DIVER STRAITS



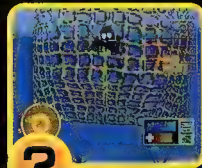
■ **Oil Wells:** Be sure to shoot the top of the wells, not just the leaky pipes on the side. Aim torpedoes at the leaks to plug 'em.



■ **Greek Tablet:** Shoot at a wrecked boat located here to uncover part of the ancient artifact.



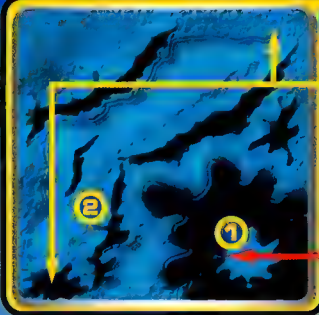
■ **Take It Easy:** Rush into the middle of the map and you'll be surrounded fast. Work your way around the edges and methodically pick off foes one by one.



The advantage of nits: They don't have to be aimed dead-on for them to work. Warning: You can shoot only three at a time!

- **Analysis:** You may find your oxygen running low if you take too long to finish. You don't have to kill everything!
- **Challenge:** Lots of foes, so it's tough.
- **Replay Value:** Poor, after you get the tablet.

SUB-TRAFFICANTE



■ **Power-ups:** The top right and bottom-left corners have extra oxygen and first-aid kits. Use both areas as "rest stops."



■ **Net Them:** Armored divers are too tough to take out by spear gun. Use nets to dispose of them quickly.



■ **Greek Tablet:** You'll find the treasure hidden in one middle section of the wrecked ship, located at this point. Explore!

- **Analysis:** A deeper level, so stay low.
- **Challenge:** You'll need up to five continues.
- **Replay Value:** Too tough; it's not worth it.



Save your mines! You'll need big weapons to destroy the ship.



These slips move and aim fast: make it a point to kill them first.

BERMUDA TRIANGLE

- **Analysis:** Lots of subs make it tough.
- **Challenge:** Save nets for the floating bodies!
- **Replay Value:** It's morbid, yet rather fun...



This teleport brings you to a fishing area with a false treasure.

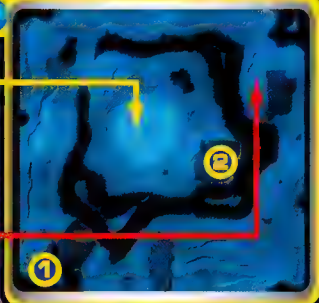


There are at least five ships you can shoot for Nets and Medkits.

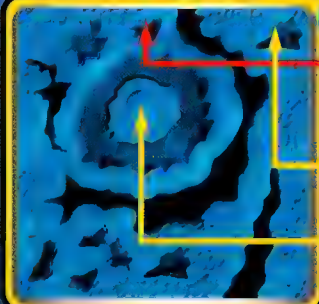
■ **Boss:** You must recover the body in the middle, which is guarded by a ship. Blow up mines shot at you with the spear gun.

■ **Automatic Static:** Your controls will go wacky every once in a while. Watch your cursor on the radar to move correctly.

■ **Greek Tablet:** You'll find the treasure hidden in a ship to the northeast. Make sure to destroy its front end to find it.



GREAT BARRIER REEF



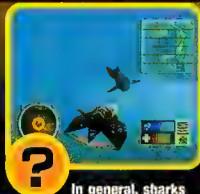
■ **Greek Tablet:** You'll find the treasure hidden in some weeds just behind this ridge. It's out in the open, but easy to miss...



■ **Recovery Zone:** You'll find several Medkits and oxygen tanks here. Save them for later, after you kill more enemies.



■ **Nuclear Reactor:** Blow up its four supports with mines. The reactor "blows up" every 20 seconds; you can take cover behind walls.



In general, sharks make a beeline at you after circling around. If you move straight in reverse, you can shoot back safely.

- **Analysis:** The sharks seem the biggest danger in this short level.
- **Challenge:** With enough missiles, it's a cakewalk.
- **Replay Value:** There's not enough treasure to make it worth your while.

MARU RESCUE

- **Analysis:** Lots of subs make it tough.
- **Challenge:** Easy. Look/shoot before moving.
- **Replay Value:** Not a cash-making stage.



Collect a Medkit with full health and you add it to your inventory...

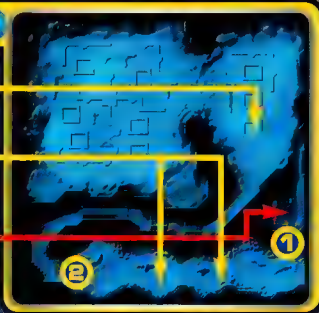


...while at partial health, a Medkit will heal you immediately.

■ **Seafood Delicacy:** Some of the rectangles on this map contain oysters that you can net for some extra cash.

■ **Falling Rocks:** In this level, the earthquakes are more deadly than the enemies. Try to take out the seismic poles ASAP.

■ **Greek Tablet:** Don't overlook this area in your rush to free the escape pods. Along with some power-ups is a continue.

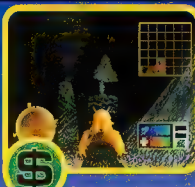


1 BOTTOM OF THE EARTH

■ **Analysis:** Blow up the space shuttle and grab a satellite.

■ **Challenge:** A tough Boss, but not too bad as long as you don't get flanked by the heavy-duty enemy subs.

■ **Replay Value:** Not too shabby.

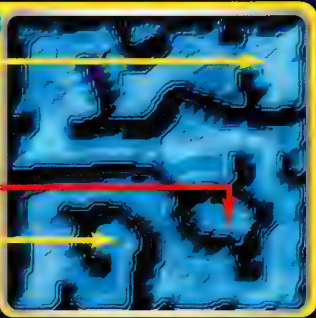


Sheet all the steam pipes for nice good nuggets. You will get hurt if you fly too close over the steam or lava pits around.

■ **Boss:** Save your homing mines for this armored mech. Use your spear gun to shoot down incoming projectiles while shooting and strafing around him.

■ **Greek Tablet:** You will find the entrance to this secret area here.

■ **A Whale of A Time:** If you reunite the sperm whale hidden here with its pal at the start, it'll take out some of your enemies for as long as you follow it!



SAFE PASSAGE



■ **Tactics:** Whether you have one or 10 extra Continues, the mission ends when you lose the carrier. So protecting it is more vital than living...

■ **Greek Tablet:** Take a very quick detour here (turn left) to grab it.

■ **Boss:** Get to the enemy sub's broadside, or get under it, then just waylay it with missiles. Don't get too close, or you may take collateral damage.



■ **Analysis:** Escort a convoy of carriers.
■ **Challenge:** Toughest level in the game.
■ **Replay Value:** Why relive a nightmare?



You can find a nice Continue here and some Medikits, too.



...the enemies here make it not worth the effort to get them.

DEEP FREEZE

■ **Analysis:** Destroy power plants and a base.
■ **Challenge:** Far easier than Safe Passage.
■ **Replay Value:** Building damage means cash!



Missile launchers: From afar, they're easy to kill with the spear gun...



...but get too close, and they'll cause severe damage.

■ **Power-ups:** You'll find major oxygen/health power-ups in these three areas. Kill enemies first, then return later on.

■ **Final Boss:** Kill the launchers in the room first, then shoot the guns and launchers on the tank-like vehicle! Keep strafing to avoid damage.

■ **Greek Tablet:** This semi-hidden pathway holds the final piece to the Greek Tablet.



ATLANTIS



■ **Shoot the Blocks:** You can "turn off" currents by covering drains with rock blocks that fall if you shoot the chains holding them.



■ **Turn, Turn, Turn:** Also run into octopus wheels. Turn every one you find to open up closed gates.

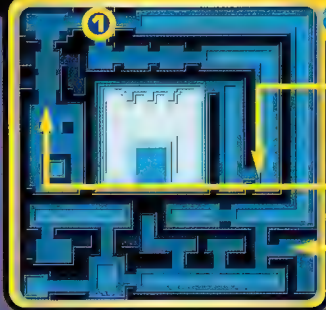


■ **Bulls and Arks:** To break the \$2 million-plus record, you'll need to collect every treasure in the level. Don't leave any unopened gates!



Beat this puzzle by lining up the three lions on the pyramid. Shoot the pyramid parts with your spear gun to rotate them.

■ **Analysis:** No enemies, just puzzles. You can make big cash here.
■ **Challenge:** A breeze.
■ **Replay Value:** Big, if all you want is the big bucks. Finishing this level will also give you the secret video ending.





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I

**T MUST BE IMPORTANT WHEN
22 MEN WILL GO TO WAR OVER A PIECE
OF LAND NO WIDER THAN THIS AD.**

To a rare few, winning the war means
totally dominating the competition.

Miami Dolphins '72
Chicago Bears '85
NFL GameDay '98

**NFL
GAMEDAY
98**

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Discworld II



system
publisher
developer

**PlayStation
Synopsis
Perfect Ent.**

strategy talk

Terry Pratchett's Discworld lives on in the sequel to the hilarious original. The gameplay is your standard point-'n-click, but the puzzles are intelligently thought out.

The plot line vaguely follows the book *Reaper Man*, and it contains many famous faces from the book series. It's not required that you know the books, so don't worry.

The game is broken up into five parts, with a segment of story bridging the whole thing. The humor keeps things lively throughout.

I've played through both the PlayStation and the PC versions. They are remarkably close to each other, although the PlayStation is in a lower resolution. It also is slightly choppy on the scrolling rooms. Other than that, it's a great translation.

The best tip I can give you for beating Discworld II is to take things slow. If you get stuck, throw the controller, and leave for a while. When you come back, you'll have a fresh outlook. —Andrew "Pumpkinhead" Baran

strat-stats

time to complete:
13 hours
with walk-through:
4 hours
PC better? yes
hours on Ultima: 32
favorite character:
Fro-Gurt

ACT 1: THE RITE STUFF

Death's disappeared, so the wizards of Unseen University have decided to summon him. They need four objects to do so, and you're the unfortunate soul who has to collect them all. Here's how:

FINDING FOUR STICKS...

- Get the fish from the shop.
- Throw fish at the bird by the dock.
- You have the pelican.
- Give the pelican to the Librarian.
- Get the flamingo from the shop.
- Give it to the Dean in the University Gardens.
- Find the knife in the slops in the morgue.
- Cut the net at the docks.
- Get the hammerhead shark.
- Give it to the Bursar.

HOW TO GET THE MOUSE BLOOD

- Get the test tube from the High Energy Facility.
- Get the mouse from Gimlet's Cafe.
- Talk to the Witch in the morgue.
- Get the beer from the Troll in the Bar.
- Tell Casanundra about the Witch so he gives you the ladder.
- Get the corn from Dibbler at the Plaza.
- By the maze, get the cockerel by soaking the corn in the beer.
- Sober up the rooster by putting him in the coffee in the can to be found by Foul Ole Ron.
- Scare the vampire with the rooster.
- Go to the Cemetery and use the ladder to reach the coffin; take the teeth.
- Use the teeth on the mouse and test tube.

HOW TO GET A NOXIOUS SMELL

- Get the magnet from the High Energy Facility.
- Use it on the imp to get the boots.
- Talk to Mrs. Cake repeatedly.
- Go to the Fool's Guild and get the brick.
- Use the brick on the ghost.
- Use the brick on the accelerator in the High Energy Facility.
- Give Mrs. Cake the ectoplasm for the bottle.
- Use the bottle on the boots, then click on the smell.

FINDING GLAMOUR AND GLITTER

- Get the bellows from the High Energy Facility.
- Go to the sewers and use the bellows on the grate to blow up the maid's skirt.
- Take the glitter.



MMMMM...DRIBBLEY CANDLES

- Get the brochure from Dibbler.
- Get the chili powder from Gimlet's Cafe.
- Get the pot near the Duckman.
- Get the petticoat off the dummy in Mrs. Cake's shop.
- Get the incense from the travelling shop.
- Get the matches from the bar.
- Light the incense using the matches.
- Sprinkle the chili powder on the flowers.
- Use the lighted incense on the hive.
- Put the petticoat on Rincewind.
- Examine the hive to get the wax.
- Use the pot on the hive to get the honey.
- Take the wax to the lady in the shop who will make the candles.
- Take the Dribbley Candle.



ACT 2: COME DIE WITH ME

To get away from Ankh Morpork, you have to fake your own death to get aboard the ship. Then you must travel the world in search of props for a movie that'll make death popular. Yeah, another quest.

DISCWORD II

MORALITY TEST!



The PC DWII has been out for a few months already.



As you can see, the PC version is identical.

FAKE YOUR OWN DEATH...

- Collect a saw found on a cart near Duckman.
- Saw off the arm of Mrs. Cake's dummy.
- Get the pick axe from the cemetery.
- Use the pick axe on the ice in the sawers.
- Enter the Morgue, and lie on the stone slab.
- Use the mirror on the Bunsen burner.
- Use the wooden arm on Rincewind.
- Use the ice on Rincewind.
- Talk to the mortician.
- Take the death certificate.

HOW DO I GET THE BABE?

- Get the stake from the Stoning Pit.
- Shove the stake in the compost heap.
- Get the Suffrajester and put her in the stoning area.
- Take the rope.
- Try the door to the trailer in Holywood.
- Talk to the troll guard in Holywood. Get the key.
- Use the Candyrock on the troll. Use the rope on him.
- Talk to the milkmaid.
- Give the tooth to the milkmaid.

I NEED A NOVELTY

- Get the one ton weight from Holywood.
- Get the 10 sticker on the mail box also in Holywood.

- Stick the 10 sticker on the bowling ball.
- Place the bowling ball on the hook on the Dock.
- Push the ball into the wall to collect the novelties.

PUTTING THE BAND BACK TOGETHER

- Go to the Hill.
- Use the knife to cut Bone Idle off the cross.
- You now have a band.

JINGLE ALL THE WAY

- Ask the man on the cartwheel to write you a jingle.
- Get the hoops from the Unseen University Gardens.
- Give the hoops to Uri Djeller.
- Go to the shop in Djellibeybi and collect the poster.
- Use the poster on the wire.
- Go to the beach and get the picnic basket.
- Use the basket to get the University food.
- Use the food on the ants on the beach.
- Use the pyramid on HEX. Use the basket.
- Now use the honey on the ants.
- Ask HEX for the answer.
- Give Cartwheel Man the answer.

GETTING DEATH IN THE MOVIE

- Get the scissors from Mrs. Cake's shop.
- Go to the pyramid and use the scissors on the mummy.



The ice is the only timed item in the game. Pick it up only when you know you are going to use it soon. Otherwise it'll melt.



Prepare to see this screen an awful lot. You can cut down a lot of walking time by double clicking on the exit points. You'll warp out.



- Use the bandage on the wooden arm.
- Go to the Oasis and swap the fake arm for the rotten arm.
- Get the Ring off the arm.
- Give the dwarf in Holywood the ring.
- Get the horse suit.
- Get the hooter from the Fool's Guild.
- Get the glue from the pyramids in the desert.
- Put glue on the hooter and attach it to the horse suit.
- Go to the morgue and ask Granny about elves.
- Talk to the Librarian for help with the suit.
- Get the camera from the table in Holywood.
- Wear the horse suit to gain access to the elves.
- Take pictures of The Elven Queen.
- Give the pictures to the makeup lady.
- Get the ironing board from Mrs. Cake's shop.
- Saw the legs off the ironing board.
- Place glue on the surf board.
- Surf on the surf, surf.
- Take pictures of the sheep paintings.
- Use the death certificate on the door on the left side of Shades.
- Open the closet and give the pictures to the sheep.
- Speak with Dibbler.

FIXING THE FILM

- Take the reel out of the movie projector.
- Place the film in the splicer.
- Splice in the pictures of The Elven Queen.
- Replace the reel.



ACT 1: THE GRIM RINCEWIND

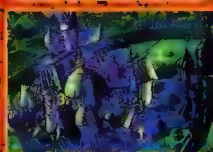
With Death enjoying his fame, you must replace him. But first, you must impress Albert, Death's butler. You must imitate the Grim Reaper in every way before you can begin your task.

To make the movie, you must get a babe, make a jingle and find some novelties for the show. The novelties are in the novelty shop (how ingenious). The band is found on the hill, and the cartwheel man has the song. The Babe is in the trailer, but she'll need a diamond first. Take these all to Dibbler.



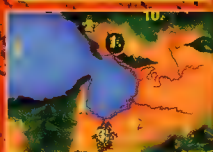
ANKH MORPOK

- Unseen University
- Cemetery
- The Shades
- The Plaza
- Mobile Shop
- Fool's Guild
- The Docks



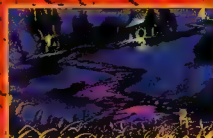
UNSEEN UNIVERSITY

- Banquet Hall
- Gardens
- High Energy Facility



THE DISCWORLD

- Ankh Morpok
- Holywood
- Djellibeybi
- The Hill
- Oasis
- Pyramid
- Cartwheel
- Bonestock
- Other side of world
- Elf Kingdom
- Fountain of Youth



PLANE OF DEATH

- Death's House
- Corn Fields
- Stable
- The Park

CLAD IN DEATH'S ROBES

- Get the key from under the mat at Death's House.
- Take the curtains off the left-hand wall.
- Get the ink.
- Pour the ink into the pond.
- Put the curtain in the pond.

TO RIDE A PALE HORSE "BINKY"

- Pull the cord in Death's study and run to the kitchen before Albert arrives.
- Retrieve the sugar bowl.
- Feed the sugar to Binky the horse.
- Slap some glue on the saddle.
- Attach the saddle to Binky.
- Now you can ride him!

THE VOICE OF DOOM

- Open the stove door.
- Get the rope.
- Use the boomerang on the rope.
- Use the boomerang on the chimney (look carefully at the house's rooftop).
- Shout down the chimney for an eerie voice.

HOW TO HARVEST SOULS PT. 1

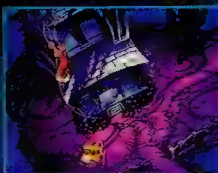
- Get the scythe from the umbrella stand near the front door.
- Get the rabbit and string from Susan's room.
- Open the rabbit to get the pajamas.
- Collect the oily rag from over the stove.
- Light the rag (using matches).
- Have Rincewind wear the pajamas.
- Use the lit rag on the bee hive.
- Grab some wax from the hive.
- Use the string on the wax to make a candle.
- Unlock the alcove with the key.
- Light the candle.
- Get the tablet in the alcove (using candle as light).
- Give the tablet to Susan.
- Attach the scythe to the cart.
- Mow the grass with your new contraption.

HOW TO HARVEST SOULS PT. 2

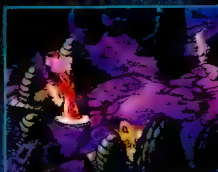
- Go back to the hive, using smoke and PJs.
- Use the pot to collect some honey.
- Get the fishing rod from the garden goonie.
- Dip the rod in honey.
- Fish for souls in the soul pit. You will pick up little dots. They are ant souls.
- Talk to Albert, and then give him the pot o' souls.



Place glue on the saddle and feed Binky some sugar.



The chimney is hard to find, but it is up on the roof.



You'll have to do the whole "bee thing" all over again.



ACT 4: TILL DEATH DO US PART

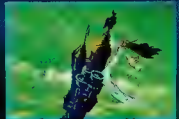
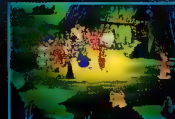
The assassins have blown up Death! Instead of taking his soul, you decide to refill his Life Timer with sand from the Fountain of Youth. Your journey should start with Djelibeybi.

TO FIND THE FOUNTAIN

- Wait around by Rincewind's camel in Djelibeybi and wait until the prospector comes.
- Steal the canteen out of the saddle bag of the prospector's camel.
- Slip the rotten arm into the saddle bag.
- Congratulations. You can now find the elusive Fountain of Eternal Youth.

FOUNTAIN OF YOUTH

- Get the cork from Death's hat on the stage in Bonestock.
- Go back to the fountain and cork it up tight.
- Use the prospector's canteen and fill it with water.
- Sift some of the fountain's sand into Death's life timer. Now sit back and enjoy the animation.



EPILOGUE: QUEEN KONG

The Elven Queen is on the rampage, and she's nabbed the librarian! Worse yet, she's climbed up a tall tower and threatens to destroy Ankh Morpok. What can you do with only a few items in the Luggage?

SAVE THE CITY

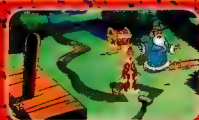
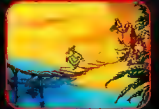
- Examine the raven by the tower.
- Ask Granny Weatherwax about her raven.
- Ask her to mind melt with it.
- When she's gone, pick up the broom.
- Talk to Dibbler. See what he's selling.
- Purchase the bladders from Dibbler.
- Fill up the bladders with the water from the Fountain of Youth.
- Put the bladders in Rincewind's inventory.
- Fly up to the top of the tower using the broom.
- Douse the Elf Queen with your water balloons.
- That's it. You won, don't bother looking for any more hints. You won't get any. Stop reading now!

THE END



WHAT'S WITH THOSE DARN BIRDS?

After you take the rotted arm (for the ring on its hand), the vultures start following you. They'll keep after you, because they know you have their food. In the Last Act, you can find the Fountain of Youth by using these ornery avians. When the prospector arrives, plant the arm in the saddle bag. The birds will follow him to the Fountain!



The garden has many hidden outlets as well.

One of the difficult elements of Discworld II is that it is hard to know how big an area of the game is. For example, Mrs. Cake's store appears to be just one room. However, if you click around on the left side of the screen, you'll find that the place is quite big. Look carefully in each area of the game.



VIDEO GAMES: PLAYSTATION

Year	Release	Price	Title	Release	Price	Title	Release	Price	Title	Release	Price
40	Admiral & Guts	NOV \$51	Dark Forces	NOV \$49	Kings Temple 2	NOV \$51	Ray Storm	NOV \$46	Phantom	NOV \$46	
41	ASACI Ships 360	11/97 \$69	Darkstalkers 3	11/97 \$52	Legacy of Cain	NOV \$50	Rayman 2	NOV \$53	Phantom	NOV \$46	
42	Axe the Heartless	03/98 \$35	Death Keep	NOV \$52	Lost Vikings 2	NOV \$44	Rebel Assault 2	NOV \$45	Phantom	NOV \$46	
43	Back to Back	01/98 \$45	Demolition Man	NOV \$49	Mad Dog McCree (Pumpkin)	NOV \$45	Resident Evil 2	NOV \$45	Phantom	NOV \$46	
44	Alpha Prodigy	02/98 \$45	Destruction Derby 2	NOV \$49	MDK	NOV \$46	Respect King	03/98 \$45	Phantom	NOV \$46	
45	Base Master's Clash/Die/Die	04/98 \$46	Disablo	11/97 \$54	Mid Mythology Subzero/NOV	\$46	Return Fire 2	11/97 \$45	Phantom	NOV \$46	
46	Batman & Robin	11/97 \$48	Disc World 2	NOV \$46	Make The Dark Age	NOV \$46	Revelation vs Persona	NOV \$54	Phantom	NOV \$46	
47	Beyond the Beyond	NOV \$46	Disruptor X	NOV \$34	Madren Fire 2	NOV \$54	Shovel Wars	NOV \$50	Phantom	NOV \$46	
48	Blade	NOV \$54	Dynasty Warriors	NOV \$46	Maya Slayer	NOV \$45	SimCity 2000	NOV \$44	Phantom	NOV \$46	
49	Breakthrough of Fire 3	NOV \$46	Eden's Wrath	03/98 \$45	Masters of Monsters	NOV \$45	Snake Rattle	NOV \$45	Phantom	NOV \$46	
50	Broken Heart	\$46	Elric	11/97 \$49	Mezmarizer 2	NOV \$49	Snorkel Snitch	NOV \$45	Phantom	NOV \$46	
51	Bugstache's	\$46	FIFA Soccer 98	11/97 \$49	Metal Gear Solid	NOV \$56	Sukulenten 2	11/97 \$45	Phantom	NOV \$46	
52	Burnout	NOV \$50	Fate to Black	NOV \$38	Monster Hunter	NOV \$49	Synd cat Wars	NOV \$49	Phantom	NOV \$46	
53	C & C II Red Alert	\$49	Fantastic Four	03/98 \$46	Monolith Kombat Trilogy	NOV \$52	Tale of the Dragon	NOV \$46	Phantom	NOV \$46	
54	Captain America	11/97 \$50	Fate of Demises	01/98 \$46	MAMMO M2	NOV \$49	Tales of the Desert	11/97 \$45	Phantom	NOV \$46	
55	ClayFighter 2	NOV \$49	Final Fantasy VII	NOV \$72	NBA Shoot Out 98	NOV \$29	Tekken 3	12/97 \$54	Phantom	NOV \$46	
56	Clock Tower	NOV \$44	Flying Scurry	NOV \$52	NCAA Football '98	NOV \$49	Tenka	NOV \$46	Phantom	NOV \$46	
57	College Football '98	NOV \$49	Freak n Fast	NOV \$46	NFL Game Day '98	NOV \$49	The Glove	11/97 \$98	Phantom	NOV \$46	
58	Command & Conquer	11/97 \$46	Frogs	11/97 \$50	NHL Hockey '98	11/97 \$49	Toh Shen Den 3	NOV \$46	Phantom	NOV \$46	
59	Command & Conquer: The Tiberian Dawn	NOV \$46	GEK 2	11/97 \$49	NHL Hockey '98	11/97 \$49	Tonno Rader 2	11/97 \$54	Phantom	NOV \$46	
60	Conquest of the West	NOV \$46	Grand Theft Auto in the Steel	NOV \$46	On the Edge 2	NOV \$49	Tropics 4	NOV \$46	Phantom	NOV \$46	
61	Cool Runners 2	11/97 \$46	Grand Theft Auto	NOV \$51	Osprey Battle	NOV \$49	Twisted Metal 2	NOV \$46	Phantom	NOV \$46	
62	Cover W.A.R.S.	02/98 \$52	Heavy Gear	02/98 \$49	PGA Tour '98	NOV \$49	Triple Play '98	NOV \$44	Phantom	NOV \$46	
63	Crank Bandicoot 2	NOV \$49	Herc's Adventures	NOV \$42	PTO 3	NOV \$39	Van Dam Racing	NOV \$46	Phantom	NOV \$46	
64	Crusader-No Remorse	\$49	Hercules	NOV \$46	Pandemonium 2	02/98 \$49	Vandal Hearts	NOV \$46	Phantom	NOV \$46	
65	Cyber Knight	NOV \$46	Hyper Dependence Destroyer	NOV \$46	Phantom 2	NOV \$49	Warrior 2	NOV \$46	Phantom	NOV \$46	
66	D & D Devil	NOV \$49	Jet Moto 2	12/97 \$46	Rage Racer	NOV \$46	Win Commander 4	NOV \$39	Phantom	NOV \$46	
67	D & D Devil Derby 2	NOV \$49	Joist Ecce	NOV \$49	Rampage World Tour	11/97 \$46	Xenopus 3D	NOV \$44	Phantom	NOV \$46	

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DUKE NUKEM 3D 9 sinister enemies to wage war against, 10 high tech weapons, 29 first person perspective levels
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Sega (Adventure)
Release Date: NOW SAT \$44

'MAGIC KNIGHT RAYEARTH' Three Japanese schoolgirls must save a Princess to restore peace to the land. Breathtaking animation with over 90 minutes of audio. When you talk to characters in the game, they reply!
Working Designs (Roleplaying)
Release Date: NOW SAT \$52

'SAMURAI SWORDS' Wage war in the tradition of the valiant samurai warrior! Collect income as a reward for provincial conquest. Form a mutual bond of loyalty with an enemy warlord to further your cause.
Milton Bradley (Board game)
Release Date: NOW BG \$35

'MAGIC THE GATHERING 5TH EDITION' This deck contains 60 tradable game cards, randomly assorted, plus a rule book. Each player must have a deck. This deck may be enhanced with more cards sold in booster packs.

Wizards of the Coast (Card Game)
Release Date: NOW CG \$7

'CONSPIRACY X' In a world of dark secrets, the only certainty is nothing is what it seems. The president may not be human. The sign carrying paranoid on the street ranting mind control satellites may be right. **New Millennium (Pen/Paper Roleplaying)**
Release Date: NOW RPG \$20

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Also available:
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"...more variety than any
other N64 game to date."
—Nintendo Power

Sorry, we don't have any guys with 3-letter names like "Ryu" or "Ken." Also, none of us are named after some lame-o game developer.

We got cool 3D Breakthrough Environments. That means I can tell your sorry butt out of a window and then kick it again on the other side.

We have 12 kick-ass clay fighters, 3D environments, and free-floating camera angles. What do the others say?

We don't have any palette-swapped ninjas, no boring humans neither.

We have secret characters so famous they can't be named due to a strict licensee gag order.

There ain't any side-scrolling 2D backgrounds (Claymodo is 3D). Yeah, and no corner traps either.

COMING
IN
SEPTEMBER



Interplay
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Mega Man X4

Multi-system

system: PS/Saturn
publisher: Capcom
developer: Capcom

strategy talk

Well, it's been almost two years since the PlayStation arrived on North American shores, and in that time, we as gamers have seen hundreds of titles come and go. It's unfortunate so many heads are turned toward the next wave of system hardware to hit in the coming months, because they may miss the most promising year in PS history.

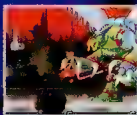
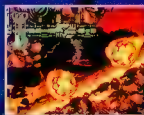
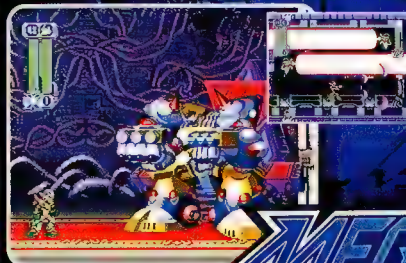
Castlevania, Mega Man, Metal Gear: All of these titles show that companies are returning to their roots and developing games that are just simply fun to play.

Mega Man X also makes his first official 32-bit appearance this fall, and like the titles above, it was well worth the wait. Everything from the gameplay to the music upholds the impressive saga of Capcom's 2-D blue bombing mascot, while offering extras such as the now-optional Zero for added diversity. Well done Capcom!

—Tim "Nosferatu" Davis
and Scott "Killer Tomato" Augustyn

strat-stats

time to complete: 2-3 hours
challenge: moderate
favorite Boss: Frost Walrus
worth the two-year wait? you betcha



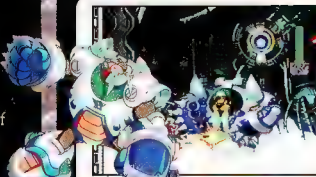
MEGAMAN X4



For players who have gone through the entire game and are looking for an added challenge, Zero should fill the bill nicely. Not only is he stuck with a limited-range sword as his main weapon, but all of his acquired Boss upgrades are projectileless too. Also, Zero cannot acquire the suit upgrades that compliment our little blue bomber friend. When playing with him, it really is a different game altogether.



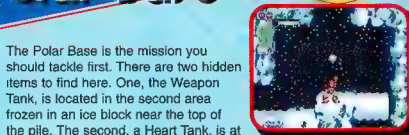
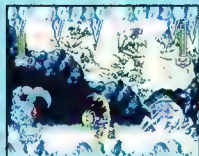
Polar Base



Weapon Use: X-Buster

The Frost Walrus is the first of the eight main Bosses you'll face in the game. You'll have to master the Double Wall Jump while nailing him with a charged X-Buster to emerge victorious.

BOSS:
Frost Walrus



The Polar Base is the mission you should tackle first. There are two hidden items to find here. One, the Weapon Tank, is located in the second area frozen in an ice block near the top of the pile. The second, a Heart Tank, is at the start of the level, again frozen in an ice block above the first disappearing ladder you come to. (To release it though, you'll have to use the Rising Fire weapon.)

Marine Base



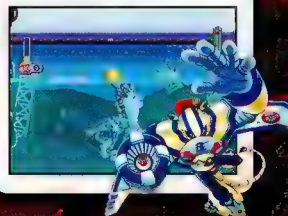
The Underwater Marine Base holds two hidden items as well. You'll find the second Heart Tank just under the steel walkway (see above right) in the first area. An Energy Tank surrounded by two bronze containers on the above platform is in the second area. You'll have to be firing just before you land on the platform to grab it successfully.



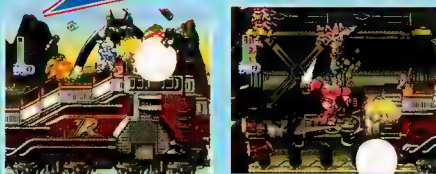
BOSS:
Jet Stingray

Weapon Use: Frost Tower

The Frost Tower weapon is almost mandatory on this robot of the sea. Look for the color of the fish he shoots out to help you identify one of the three different attack patterns he utilizes.



Military Train



Your next objective after the Underwater Marine Base is the mobile Military Supply Train, home to the viscous Slash Beast. There's only one item to look out for here—the Heart Tank which is revealed by destroying the second or third train car in the second area using Mega Man's robotic exo-suit. (above right). The train's many gun turrets' (above left) laser blasts can be avoided most of the time by jumping or falling into a little trench just in front of them while charging your Level 3 X-Buster simultaneously.

BOSS: the Slash Beast

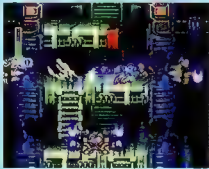
Weapon Use: Ground Hunter

Don't feel intimidated by this cat's razor-sharp claws as he is actually one of the simplest Bosses to defeat. If you possess the Ground Hunter weapon. Simply dodge his charge while blasting him with this item and you'll finish him off in no time.



Bio Laboratory

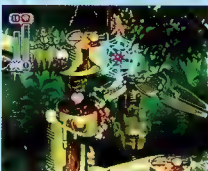
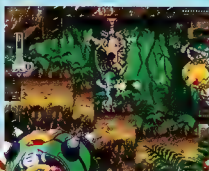
After duking it out with the Colonel, make your way over to the Bio Laboratory. Navigating throughout the Laboratory itself is really just your standard Mega Man fare, so you'll know by now what to do. The one item to look out for, however, is a Heart Tank near the start of the second area and on the top of the stage. (And I do mean the top! See right.) Grab it before it falls.



The Split Mushroom is really a pushover too. When he clones himself, just stay on the opposite side of the screen, jumping and ducking them as they fly past you. Then keep your eye on the split image of him when he solids in two and nail him with a Lightning Web.

Weapon Use: Lightning Web

BOSS: the Split Mushroom



To avoid the Web Spider's projectile, let it come as close to you as possible and then hurdle over it at the last second. The Twin Slasher works well at nailing him when he goes into his web-building frenzy.

Weapon Use: Twin Slasher

BOSS: the Web Spider

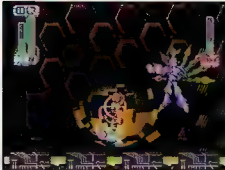


The Jungle holds the all-important Leg Upgrade and the fourth Heart Tank. The Upgrade is easy to locate; it's just to the right of the waterfalls in its own little cave. Simply walk in and those hover jets are yours! You'll need to use the Rising Fire to burn the "brown" part of the last big tree before the Boss to acquire the Heart Tank.

The Jungle

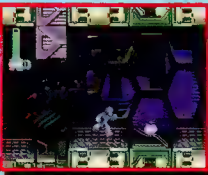
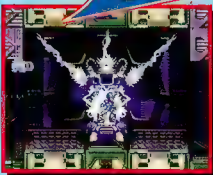
BOSS: the Cyber Peacock

Weapon Use: Soul Body



As long as you possess the Soul Body, the Cyber Peacock shouldn't pose much of a problem. If timed right, you should be able to hit him twice with the same Soul Body, as he usually materializes in the spot where you were just standing.

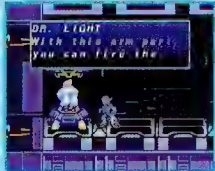
Cyber Space



There are three items to locate in Cyber Space. A Heart Tank, Energy Tank and the Helmet Upgrade can all be yours if you can complete each of the "timed" stages with a rating of at least an S in the first area. One trick to use is the Soul Body to disintegrate the yellow energy balls that zap your strength—and more importantly, precious seconds off the clock. A rating of A will let you pass without any extra goodies, while if you're lousy enough, a grade of B will make you repeat that portion of the level again. All the frustration you endured trying to get the helmet will pay off, as you'll soon learn that its user gets almost unlimited use of the acquired Boss' weapons!

The Air Squadron

In the first area, on the first platform that gets zapped by the mothership above (just after you get the flying exo-suit) lies a Heart Tank. To grab it, you'll have to be quick, so use the suit's dash to nab it before it's toast. Also in the second area just before the Boss door, use your Lightning Web to form a temporary wall in front of the spikes that lead up off the screen and the Triangle Jump up until you reach the Arm Upgrades! (see right, and below right).



The Storm Owl (I think Capcom's getting desperate thinking up new animal cyborg characters by now...) is a pushover for the Aiming Laser you acquired in Cyber Space. Or, if you really feel mean, charge it up first with your newly attained Arm Upgrade!

Weapon Use: Aiming Laser

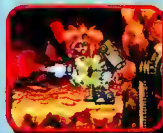
BOSS: the Storm Owl



Because of the Double Cyclone's great attack range, if you're quick enough you can attack the Magmard Dragon before he even has a chance to retaliate! Or if you prefer, charge it up for a Power Wave Spiral attack.

Weapon Use: Double Cyclone

BOSS: Magmard Dragoon



The Volcano holds the final Heart Tank in the second area. (Ironically, the weapon won in this level is needed to get Heart Tanks—in the previous levels! See Polar Base and Jungle sections.) The Heart Tank is on a cliff just above when you meet the colonel look-a-likes (above left). Charge the Twin Slasher to break the wall on the cliff holding the Armor Upgrade.

The Volcano

The Space Port

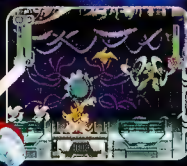
AREA 1



After defeating the last of the eight guardians, access to the Space Port will open up. At the end, you'll meet up with an old friend, the Colonel; you defeated four levels ago! He's much quicker this time around; you'll have to stick to the walls to avoid his plasma projectiles now. Hover to avoid his ground lightning while blasting away with your Level 3 X-Buster.

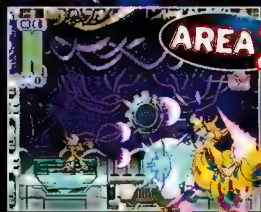
BOSS: the Colonel

Final Weapon

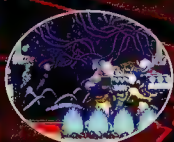
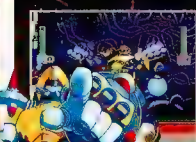


After defeating the Colonel for the second time, you'll discover that your trusted and lovable sidekick in this adventure is

actually an enemy spy! Lucky for you, "Double" is extremely susceptible to a well-placed Double Cyclone. Providing you have enough health, you should be able to kill him before he kills you.



AREA 2



At last! The General himself! This Boss is really huge; when standing he fills nearly one-third of the screen. Because of his relative girth, it's pretty easy to avoid his charge via a well-placed Dash! Under or a Wall Jump over him. Anyone who's gotten to the end of Super Ghouls 'N Ghosts (Super NES) will feel right at home with his attack pattern of climbing up platforms (in this case, his fists) to nail him in the head.

BOSS: the General

AREA 3

FINAL BOSS: Sigma

Sigma's back and this time around he's leaving nothing to chance. He has three different forms in all. Use the Rising Fire to dispense with his first form, the Lightning Web on his second and your tried-and-true Arm Upgrade Level 3 X-Buster on the third. Good Luck!



AREA 4



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**FINAL
FANTASY VII
STRATEGY GUIDE**

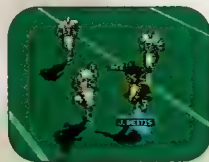
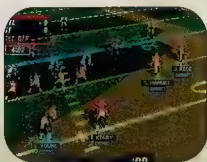
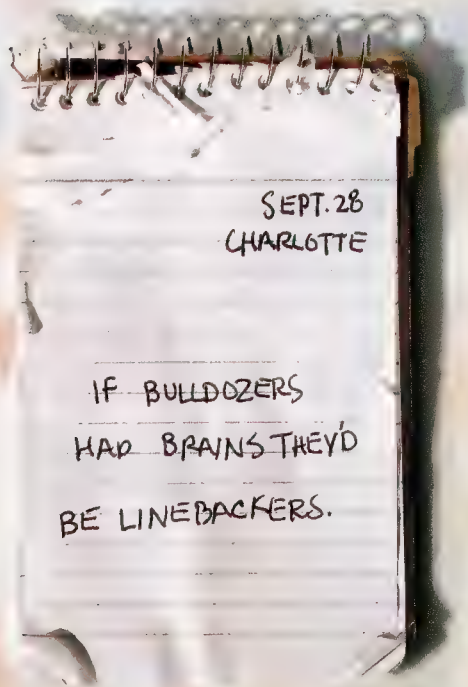




SUPER NINTENDO
ENTERTAINMENT SYSTEM

SEGA GENESIS

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MADDEN
98



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It's called Liquid AI, chief, and you better get a heads-up on what it is before it crushes you like a little ant.*



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system
publisher
developer

PlayStation
SCEA
SquareSoft

strategy talk

Last month we gave you a walk-through, and now we're going to tell you all the things you might have missed. Here is a very near-complete list of all weapons, Materia, accessories, armor, tips and more. **NOTE:** For all locations, refer to the map on the last page.

Here is a list of all abbreviations, conditions and etc.
MP=magic point, HP=hit point
WEAPONS All weapons have a normal growth rate unless indicated with a multiplier (x, x2, x3) ATK=attack, Slots*=of place holders (-slot connected, s=slots separate).

Limit Break: All Level Four Limits must be found. The item can only be used if you learn all the previous ones. All characters have seven limit breaks except for Cait-2 and Vincent-4. The first limit per level is achieved by killing enemies (80 additional). The second limit per level is achieved by using the first limit eight times.

Bracelets: DEF=defense, EVD=evade, MDP=magic defense, MEV=magic evade, slots=number of holders

—The Living Dead
Howard "Red XIII" Grossman
Nelson "Aerith" Tarac
Mike "Sephiroth" Vallas

Special thanks and credit goes to Chris MacDonald (Geo Magura). He is the authority on FFVII whose great FAQ was an invaluable resource! (www.geocities.com/SiliconValley/Park/7990/)

FINAL FANTASY VII

PART 2

MATERIA



Use similar Materia to set up links and chain effects.



Initially, Materia will be the most powerful attack you can muster. Unfortunately, it will take a lot of time before you can cast the devastating spells, and by then, your physical will do a lot more damage. The key to really using Materia is to combine and link the different types in the connect slots on your weapon or armor. Certain Materia combinations are obvious right from the start, like using Enemy-All and a magic attack like Fire, Cure, Haste, etc. However, you can also chain effects by using the same type as well as other tricks. Here are some examples and guidelines for using Materia:

Linking: If you had two Fire Materia and combined one with Quadra and the other with MP or HP absorb, the effect would be two Fast Fire four times and gain HP or MP. The more Fire Materia you have, the longer the chain can be!

Tricks: Use Final Attack and Phoenix or Revive to always bring yourself back to life as long as you have MP. Also, set up huge combos with Quadra and then use W-magic or W-summon to cast it again. Finally, give another player Mimic to mirror all that damage.

Initial casting: The first thing you should do is cast Haste and barriers (Wall) on the entire party before a tough fight for max protection.

ENEMY SKILLS:

Frog Song
Level 4 Self-Destruct
Magic Hammer
White Wind
Big Guard
Angel's Whisper
Dragon Force
Death Force
Flame Thrower
Laser
Malra Magic
Bad Breath
Bela
Aqualung
Tryne
Magica Breath
???
Coblin Punch
Cocklecockle
Level 5 Death
Death Sentence
Death Roulette
Shadow Flare
Pandora's Box

GREEN MATERIA

These are basically your offense and defense spells. Use Wall or Reflect for defense and Ultima, Comet and Contain for massive damage.

Name	Effect	MP Used	Find At Location
Barrier	Bornier MBarrier, Reflect, Wall	MP=4/22/52	Rocket Village
Contain	Freeze, Break, Tornado, Flare	MP=4/22/52	(see Note A)
Destruct	Debarrier, Dispel, Death	MP=4/22/52	Condor Fort, Mideel
Earth	Quake 1,2,3	MP=4/22/52	Kalm Town, Costa del Sol
Exit	Escape, Remove	MP=4/22/52	Rocket Village
Fire	Fire 1,2,3	MP=4/22/52	Wall Market, Costa del Sol, Condor Fort, Mideel
Full Cure	Full Cure	MP=4/22/52	(see Note B)
Gravity	Demi 1,2,3	MP=4/22/52	Costa del Sol, Mideel, Cosmo Canyon Cave
Heal	Poisona, Ensnare, Resist	MP=4/22/52	Kalm Town, Gongaga Town, Junon Town
Ice	Ice 1,2,3	MP=4/22/52	Wall Market, Costa del Sol, Condor Fort, Mideel
Lightning	Ice 1,2,3	MP=4/22/52	Wall Market, Costa del Sol, Condor Fort, Mideel
Meteor	Comet 1,2	MP=4/22/52	Ancient City
Mystify	Confu, Berserk	MP=4/22/52	Cosmo Canyon
Poison	Bio 1,2,3	MP=4/22/52	Kalm Town, Costa del Sol, Shinra HQ 68th
Recover	Cure 1,2, Regen, 3	MP=4/22/52	Midgar Area 5, Wall Market, Mideel, Condor Fort
Revive	Life 1,2	MP=4/22/52	Junon Town, Costa del Sol (Disc 2+)
Seal	Sleep, Silence	MP=4/22/52	Junon Town
Shield	Shield	MP=4/22/52	North Crater
Time	Haste, Slow, Stop	MP=4/22/52	Gongaga Town, Rocket Village
Transform	Mini, Toad	MP=4/22/52	N.Corel, Cosmo Canyon, Gongaga Town, Mideel
Ultima	Ultima	MP=4/22/52	Save North Corel from train or else pay 50,000gil

BLUE MATERIA

These modifiers are great allies in chaining basic to massive combos. Enemy-All is your first real taste of its power but wait until you get Quadra.

Name	Effect	Find At Location
Added Cut	Adds an extra normal attack.	Downed Shinra Plane
Added Effect	Gives affect to weapon/armor.	Cave of the Gi
Added Steal	Attempts to steal from target when hit.	Utai Dachao Statues
Command Counter	Automatically uses a Materia, 30-100% of the time	Final Dungeon
Elemental	Gives an elemental attribute to weapon/armor	Nibel Mtn., Shinra Building, Nibelheim
Enemy-All	This makes a single attack hit all.	Condor Fort, Sector 7 Slums, Shinra Building, The Ship, Nibel Mtn. Ice Gate
Final Attack	Automatically casts a spell upon death, 1 to 5 times	Gold Saucer Secret Duel
HP Absorb	Absorbs amount of damage inflicted.	Utai
Magic Counter	Same as Sneak attack, 30-100% of the time.	Gold Saucer Chocobo Racing
MP Absorb	Absorbs MP from 1/100 of damage inflicted.	Utai
MP Turbo	Damage and cost up 10-50%	Whirlwind Maze
Quadra Magic	This casts a spell four times for the cost of once, 1 to 5 uses.	Mideel Area Materia Cave
Sneak Attack	Makes a pre-emptive attack 20-80% of the time.	Gold Saucer Chocobo Racing

strat-stats

time to complete:

53 hours

pro:

graphics, story, minigames

con:

linear, no puzzles, too easy

employee of the month

Jason Streetz—NOT!

best RPG ever?

you tell me!

PURPLE MATERIA

The MP and HP boosts will be a very valuable part of the game. The rest are interesting but not as important as increasing your MP or HP

Name	Effect
Chocobo Lure	Increases encounters with Chocobos by 1.5 to 4 times
Counter Attack	Automatic counter attack 20-100% of the 1me
Cover	Blocks an attack on another member 20-100% of the time.
Enemy Away	Decreases the amount of encounters by 50-75%
Enemy Lure	Increases enemy encounters by 50-100%
Gil Up	Increases amount of Gil received by 1.5 to 2 times.
HP Plus	Hit point max is upped by 10-50%
HP/MP Switch	HP and MP max become your VP and vice versa
Luck Plus	Luck raised by 10-50%
Long Range	Normal damage from back row attacks.
Magic Plus	Magic power is raised by 10-50%
MP Plus	Magic point max is upped by 10-50%
Pre-Emptive	Increase the amount of surprise attacks by 5-20 %
Speed Plus	Speed is raised by 10-50%
Super Enemy-Ail	Makes attacks affect all enemies. Can be used 1-5 times.
XP Up	Amount of Experience s increased by 1.5 to 2.0 times

Find At Location

Chocobo Ranch
Matena Keeper, Gold Saucer Chocobo Racing
Wall Market, Aerith's House
Gold Saucer Chocobo Races
Gold Saucer Square
Gold Saucer Wonder Square
Cosmo Canyon, Mideel, Junon
North Corel Area Matena Cave
Temple of the Ancients
Mythril Mine
Zango Valley
Cosmo Canyon, Mideel
Gold Saucer Wonder Square
Gold Saucer Battle Square
Final Dungeon
Gold Saucer Wonder Square



YELLOW MATERIA

The Command Materia can literally double your offense/defense. The Whirlwind, mages and Summon. Also Double Cut and Slash-all deal out a lot of physical damage. The rest are of lesser use.

Name	Effect	Type
Deathblow	Deathblow	Double damage
Double Cut	Double Cut, Quadra Cut	Hits twice.
Manipulate	Manipulate	Takes control of an enemy
Master Command	Master Command	Allows use of other Materia
Mimic	Mimic	Does previous attack
Morph	Morph	Turns an enemy into an item.
Sense	Sense	Used to see enemy stats
Slash All	Slash All, Flash Slash	Hits all.
Steal	Steal, Mug	Attempt to steal an item
Throw	Throw, Coin	Use a weapon to do damage
W-Item	W-Item	Uses two items
W-Magic	W-Magic	Casts two spells.
W-Summon	W-Summon	Summons twice

Find At Location

Rocket Town, Condor Fort, Gorganga Jungle
Downed Shinra Plane
Rocket Town, Condor Fort
Final Dungeon
Utai Area Matena Cave
Temple of the Ancients
Kaim Town, Midgard Sector 6 Park
Ancient Forest
Kalm Town, Sewers after Wall Market (disc 1)
Condor Fort, Rocket Town
Mldgar Sector 8 Subway
Final Dungeon
Gold Saucer(At Battle Square)

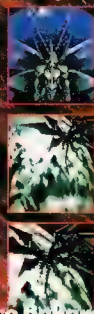
RED MATERIA

Creatures have certain types of damage or effects (like Hades), but beyond Phoenix's revival, it's just a matter of doing the most damage and looking cool!

Name	Effect	Type
Alexander	Holy Judgment	Holy
Bahamut	Mega Flare	Type-less
Bahamut Neo	Giga Flare	Type-less
Bahamut Zero	Tera Flare	Type-less
Choco/Mog	Deathrow, Fat Chocobo	Stop, typeless
Hades	Black Catapult	Alter status, typeless
Ifreet	He fire	Fire
Knight of the Round	Ultimate Evil	Type-less
Kujata	Tri-Disaster	Fire, Ice, Lightning
Leviathan	Tidal Wave	Water
Master Summon	Master Summon	Summons
Orin	Steel Blood Sword, Damage	Instant kill
Phoenix	Phoenix Flames	Resurrect, Fire
Hermes	Judgment Ball	Lightning
Shiva	Diamond Dust	Ice
Titan	Earth's Anger	Earth
Tupon	Disintegration	Type less

Find At Location

Ice Gate
Red Dragon
Whirlwind Maze
Cosmo Canyon
Chocobo Ranch
Downed Shinra Plane
Jenova-BIRTH
Round Island Mausea, Gaea
Sleeping Forest
Utai Pagoda
Cosmo Canyon
Shinra Mansion
Condor Fort Huge Matena Event
Gold Saucer Chocobo Racing
Lower Junon
Gorganga Meltdown, Site
Lost Forest



HUGE MATERIA

There are four Huge Materia that you will have to collect.

- 1) When you first take the sub out from Junon, you will have to take out the red, escaping Shinra sub. Do so in time and you'll easily get the Huge Materia.
- 2) At North Corel, try to stop the train in time.
- 3) At Fort Condor, simply win the miniwar game or wait to fight face to face.
- 4) This last one is the most tricky. You must enter the password in time or the Materia will be lost Enter: Circle, Square, X, X.

Take the Huge Materia to Bugenhagen at Cosmo Canyon and he will hold them for you.

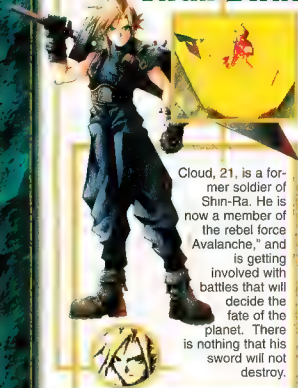
NOTE: If you already have Bahamut and Neo-Bahamut, check-out the blue Huge Materia to get Bahamut Zero! If you think that's cool, then try for the real power. If you can master all the Materia for a particular color, you can get Master Materia that will let you cast any spell without penalties and only take up one slot. Good luck getting Knights of the Round to master!



Bring the Huge Materia to C. Canon; go for Master Level!



Cloud Strife



Cloud, 21, is a former soldier of Shin-Ra. He is now a member of the rebel force Avalanche, and is getting involved with battles that will decide the fate of the planet. There is nothing that his sword will not destroy.



Weapon Locations

Ultimate: Ultimate Weapon

Location: Kill the Ultima Weapon (the big dragon) flying around in Disc 3. It will take THREE tries as he escapes and finally ends at Cosmo Canyon.
Condition: The more current HP you have, the more damage this weapon inflicts.

Limit Breaks

- 1-1 Braver: (Start) Energy focus to sword and attacks a single opponent.
- 1-2 Cross Slash: Multislash attack, can paralyze.
- 1-3 Blade Beam: Wave beam hits one foe and splits to hit others for one-fourth damage.
- 2-2 Climb Hazard: Slab and flies upward.
- 3-1 Meteorain: Jumps into air and fires meteors at multiple foes.
- 3-2 Finishing Touch: Creates a tornado that kills weaker enemies.
- 4 Omnislash: Goes into a slashing frenzy that hits 15x.

WEAPON	ATK.	MT.	Slots	Location
Buster Sword	18	96	2c	Initial
Mithril Saber	23	98	2c/1s	Kalm/Junon
Hard Edge	32	98	2c/2s	Gongaga
Butterfly Edge	39	100	4c	Cosmo
Enhance Sword	43	107	8c	Gaea's Cliff
Organics	62	103	4c/2s	Ice Lodge
Crystal Sword	76	105	6c	Mideel
Force Stealer	36	100	3s	Junon
Rune Blade	40	108	4s	Nibel Mtn.
Murasame	51	100	4c/1s	Utai
Nali Bat	70	100	none	Temple
Yoshiyuki	56	100	2s	Rocky Town
Apocalypse	88	110	3s	Forest
Heaven's Cloud	93	100	6s	Plane
Ragnarok	97	105	6c	Boss
Ultima Weaponx0	100	110	8c	Defeat Weapon



Level 4 Limit Break

Omnislash

Level 4 Limit Break:
You must earn 32,000 battle points at the Gold Saucer in one visit. You can then trade them in for the manual.

Aerith Gainsborough



A beautiful 22-year-old woman with a mysterious atmosphere. She met Cloud when she was selling flowers in Midgar, and now she plays an important role in Cloud's adventure. She is better at magic attacks than attacking normally.



Weapon Locations

Ultima: Princess Guard

Location: You can get it in the Temple of the Ancients, during the clock mini-game.
Condition: This weapon powers up when protecting an ally. The weapon is stronger when Aerith is healing injured companions.

Limit Breaks

- 1-1 Healing Wind: (Start) This healing breeze recovers half of all the party's hit points.
- 1-2 Seal Evil: Steals away enemy movement & MP.
- 2-1 Breath of the Earth: Evils as normal status is dispelled.
- 2-2 Fury Brand: Fills the limit gauge of the party.
- 3-1 Planet Protection: All party members are invincible.
- 3-2 Pulse of Life: Refills all HP and MP of all party members, even those who are deceased.
- 4 Great Gospel: A heavenly light strikes the HP and MP every player; plus limited invincibility.

WEAPON	ATK.	MT.	Slots	Location
Guard Rod	12	99	2c	Initial
Mythril Rod	16	100	2c	Wall Market
Striking Staff	32	100	4c	Junon
Full Metal Staff	22	100	3c	Kalm
Wizard Staff	28	100	3c	Corel Mount
Umbrella	58	118	0c	Gold Saucer
Fairy Tale	37	103	7c	Reno
Prism Staff	40	105	4c	Cosmo
Wiser Staff	33	100	4c	Junon
Aurora Rod	51	110	5c	Utai
Princess Guard	52	111	7c	Temple

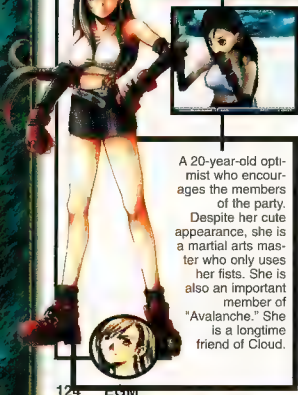


Level 4 Limit Break

Great Gospel

Near Midgar, find a cave along a riverbed. Inside, a SLEEPING MAN (see map) will give you mythril if the last two digits of your battles count (like 433). Take this to the weapon box at the Gold Saucer. Talk to the man and then choose the small metal box upstairs for Great Gospel. The bigger box has some armor but not the big deal.

Tifa Lockhart



A 20-year-old optimist who encourages the members of the party. Despite her cute appearance, she is a martial arts master who only uses her fists. She is also an important member of "Avalanche." She is a longtime friend of Cloud.



Weapon Locations

Ultimate: Premium Heart

Location: Return to Midgar City in Disc 2 or 3 and examine the computer in the Wall Market. It's in a room with the gun that used to shoot at you.
Condition: When her Limit Break gets a "MISS" for one or more of the spinning wheels, her weapon powers up.

Limit Breaks

- 1-1 Best Rush: (Start) A multi-hit combo that increases in strength with each limit gauge gain.
- 1-2 Somebody Kick: Kick to the groin, leaving him hit.
- 2-1 Warm Kick: Kick to the groin, leaving an enemy.
- 2-2 Melody: Grab an enemy and smash him/her.
- 3-1 Dolphin Blow: An uppercut that summons forth a small dolphin.
- 3-2 Best Strike: Leap up and lose your energy to the ground.
- 4 Final Heaven: Totally annihilates the enemy with a burst of energy and power.

WEAPON	ATK.	MT.	Slots	Location
Leather Glove	13	99	1c	Initial
Metal Knuckle	18	102	2c	Wall Market
Mythril Claw	24	108	3c	Kalm
Motor Drive	27	106	3c	Costa DelSol
Grand Glove	31	110	4c	Junon
Tiger Fang	38	110	4c	Cosmo Can.
Platinum Fist	30	108	4c	Nibelheim
Powersoul	28	106	4c	Nibel Mount.
Diamond Knuckle	51	112	5c	Utai
Work Glove	24	112	none	Temple
Dragon Claw	62	114	6c	Ice Lodge
Kaiser Knuckle	44	110	10c	Junon
Crystal Grab	75	115	6c	Mideel
Gaea's Hand	86	255	4c	from Boss
Master Fist	38	108	6c	Shinra Blvd.
Premium Heart	99	112	8c	Wall Market



Level 4 Limit Break

Final Heaven

Go to Tifa's room in Nibelheim and play this song on the piano X.S.T.H.I.T.S., X.S.T.H.I.T.S., X.S.T.H.I.T.S., X.S.T.H.I.T.S.

Barret Wallace



The 35-year-old leader of "Avalanche." His overwhelming power and a gun made especially for him will destroy anything. He lost his wife in the past and now lives for his little daughter, Marir.



Limit Breaks

- 1-1 Heavy Shot: (Start) Energy focus to his gun hand, then unleashes it with one big blast.
- 1-2 Mind Break: Removes the MP of a single foe.
- 2-1 Grenade Bomb: Launches a grenade that strikes all of the enemies in the area.
- 2-2 Hammer Blow: Kill one enemy with one punch. Ouch!
- 3-1 Satellite Beam: Call in the Star Wars defense system to blast lasers at ground targets.
- 3-2 Anger Max: Fire a series of 18 shots that will hit random enemies for moderate damage.
- 4 Catastrophe: Beams hit enemies 20 times randomly.

Weapon Locations

Ultimate: Missing Score

Location: Look on the railing near the Sister Ray during the raid on Midgar City in Disc 2.

Condition: Equip Materia on this weapon. The more AP a Materia has, the higher the damage.

WEAPON	ATK.	MT.	Slots	Location
Gatling Gun	14	97	1c	Initial
Assault Gun	17	98	2c	Midgar
Atomic Scissors	32	99	4c	Junon
Cannon Ball	23	99	3c	Kalm
W Machine Gun	30	100	3c/2s	Corel Mtn.
Hard Vulcan	39	100	4c	Cosmo Can.
Enemy Launcher	35	100	5c	Shinra Man.
Drill Arm	37	100	4c/2s	Rocket Town
Chainsaw	52	100	5s	Utai
Rocket Punch	62	110	none	Temple
MicroLaser	63	101	6c	Ice Ice Lodge
Solid Bazooka	61	100	8s	Costa DelSol
A M Cannon	77	103	6s	Mideel
Maximum Ray	97	98	6s	Sector 8
Pile Bunker	90	80	6c	Shin. Build.
Missing Score	98	108	8c	Sister Ray

Level 4 Limit Break

Catastrophe

Get it from a lady wearing a hat in one of the buildings in North Corel after the big train ride in Disc 2.



Red XIII



Red XIII (unknown age) has bright red fur and looks threatening, but has an intelligence level

that is well beyond that of humans. No one really knows the background of this strangely sentient beast. He is an enigma.



Weapon Locations

Ultimate: Limited Moon

Location: Cosmo Canyon after the monster attacks Midgar. Buugen will give this to you when he dies.

Condition: The more current MP you have remaining, the stronger this weapon is.

WEAPON	ATK.	MT.	Slots	Location
Mithril Clip	24	100	2c/1s	Junon
Diamond Hairpin	33	102	2c/2s	Bagnadrone
Silver Barrette	40	110	4c	Cosmo
Gold Barrette	50	104	4c/1s	Utai
Adamantium Clip	60	106	4c/2s	Ice Lodge
Crystal Comb	76	108	6c	Mideel
Magic Comb	37	100	3s	Condor Fort
Platinum Barrette	39	104	4s	Nibel Mtn
Cent Clip	58	108	8s	Costa DelSol
Hairpin	57	120	none	Utai
Seraph Comb	68	110	4s	Cave of Gi
Behemoth Horn	91	75	6s	Shinra Build.
Spiggian Clip	87	100	6c	Forest
Limited Moon	93	114	8c	Cosmo

Limit Breaks

- 1-1 Laid Fang: (Start) Charge at a single foe.
- 1-2 Lunatic High: The entire party has Haste cast upon it.
- 2-1 Blood Rage: Red XIII charges at one foe and recharges his HP and MP according to enemies.
- 2-2 Stardust Ray: Shooting Stars hit 10 enemies.
- 3-1 Howling Moon: Red XIII gains Haste, Berserk, and has a strength increase.
- 3-2 Earth Bane: Randomly attack five separate targets and inflict a decent amount of damage.
- 4 Cosmo Memory: One giant blast strikes all for a massive sum of damage.

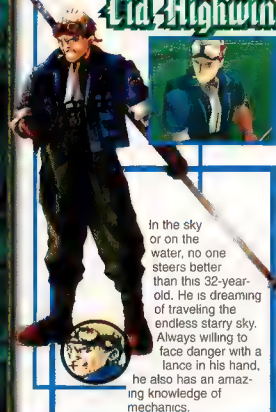
Level 4 Limit Break

Cosmo Memory

Nibelheim go into the Shinra Mansion and find the safe. Unlock it with the code: Right 39, Left 10, Right 59, and Right 97—enter it quickly



Cid Highwind



In the sky or on the water, no one steers better than this 32-year-old. He is dreaming of traveling the endless starry sky. Always willing to face danger with a lance in his hand, he also has an amazing knowledge of mechanics.



Weapon Locations

Ultimate: Venus Gospel

Location: In Rocket Town, talk to the old man standing outside the houses to the left of the rocket launch pad. You must have done the Rocket subquest already. Talk three times to get it.

Condition: The more current MP you have remaining the stronger this is.

WEAPON	ATK.	MT.	Slots	Location
Spear	44	97	2c/2s	Junon
Slash Lance	56	98	4c/1s	Utai
Trident	60	105	6s	Temple
Mast Axe	64	99	4c/2s	Ice Lodge
Partisan	78	100	6c	Mideel
Viper Halberd	58	102	4s	Zango
Javelin	62	104	4c/1s	Gaea's Cliff
Grow Lance	78	102	6c	Shinra Build
Mop	68	118	none	Bone Vill.
Dragon Lance	66	100	8s	Junon
Scimitar	86	102	2c	Reactor
Flayer	100	100	6s	Gold Saucer
Spirit Lance	92	112	4c	Plane
Venus Gospel	97	103	8c	Rocket Town

Limit Breaks

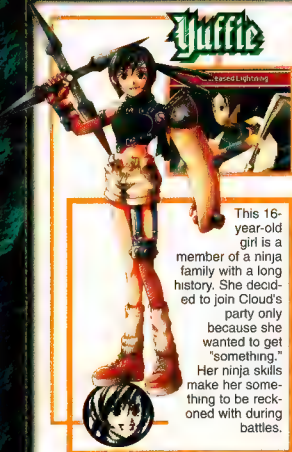
- 1-1 Boost Jump: (Start) Leap into the air and spear a single enemy in a painful fashion.
- 1-2 Dynamite: Toss a stick of TNT at a group of buddies.
- 2-1 Hyper Jump: An improved version of the boost jump that hits more than one foe.
- 2-2 Dragon: Attacks a single enemy with a dragon.
- 3-1 Dragon Dive: Cid jumps into the air six times and slabs a random number of opponents.
- 3-2 Big Brawl: An eight-hit attack against foes.
- 4 Highwind: Cid summons the ship to fire 18 missiles at the group of enemies.

Level 4 Limit Break

Highwind

After you get the sub, go underwater and search for the Shinra plane between the Western and Eastern continents (see map):





This 16-year-old girl is a member of a ninja family with a long history. She decided to join Cloud's party only because she wanted to get "something." Her ninja skills make her something to be reckoned with during battles.



Yuffie

Element: Lightning



Weapon Location

Ultimate: Conformer

Location: Using the sub go to the Shinra Plane wreckage underwater (see Cids L4 break).
Condition: The attack level of the Conformer is determined by the overall level of the opponents you are fighting.

WEAPON	ATK.	MT.	Slots	Location
4-point Shuriken	23	100	2c/1s	Start
Boomerang	30	101	2c/2s	Junon
Pinwheel	37	104	4c	Cargo Ship
Razor Ring	49	105	4c/1s	Utai
Hawk Eye	61	107	4c/2s	Ice Lodge
Crystal Cross	74	110	6c	Mideel
Boomerang	30	103	3s	Junon
Twin Viper	36	108	4s	Shinra Man.
Spiral Shuriken	68	110	2c/6s	Costa DelSol
Super Ball	68	120	none	Condor Fort
Magic Shuriken	64	113	3s	Utai
Rising Sun	68	108	4c	unknown
Orisuru	90	116	4c/4s	Dachao
Conformer	96	112	8c	Plane

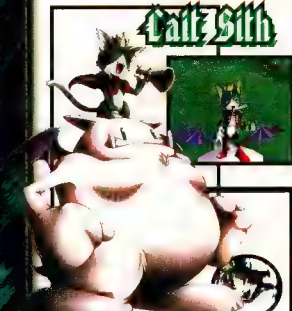
Limit Breaks

- 1-1 Greased Lightning: Hit out one enemy.
- 1-2 Clear & Trajectory: Destroy all the spheres & a number of points on the main field.
- 2-1 Land Sweeper: Wave of energy kills all enemies exposed to each other on the screen.
- 2-2 Bloodie: A 10-second slash fast.
- 3-1 Gauntlet: A massive explosion that rocks all.
- 3-2 The Living A: A 10-second combo that hits all enemies for a slight amount of damage.
- 4 All Creation: Yuffie concentrates to burst for a short burst of light that mauls every enemy.



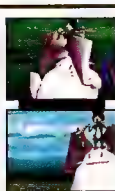
Level 4 Limit Break

All Creation
After completing her subquest, return to Utai and fight your way through the pagoda. Beat the five bosses to gain the limit break.



Cait Sith

This fortuneteller (unknown age) has joined the party to see if his interesting prediction will come true. Cait Sith is a comical character who attacks with a megaphone. His true form and past is as mysterious as his costume.



Weapon Location

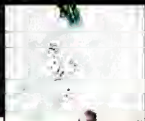
Ultimate: HP Shout

Location: On Disc 2, take the left track of tunnels to get to Midgar. Search the lockers on the 64th floor of the Shinra building.
Condition: The more current MP you have remaining, the stronger this weapon is.

WEAPON	ATK.	MT.	Slots	Location
Yellow Megaphone	36	100	2c/2s	Junon
Green Megaphone	41	100	4c	Cosmo Can.
Blue Megaphone	48	100	4c/1s	Utai
Red Megaphone	60	100	4c/2s	Ice Lodge
Crystal Megaphone	74	100	6c	Mideel
White Megaphone	35	102	3s	Gongaga
Black Megaphone	31	104	4s	Cave of Gi
Silver Megaphone	28	106	8s	Shinra Man.
Trumpet Shell	68	118	none	Temple
Gold Megaphone	58	103	8c	Costa DelSol
Battle Trumpet	95	95	6c	Reactor
Starlight Phone	88	102	8c	Midgar Bldg.
HP Shout	95	110	8c	Shinra Build.

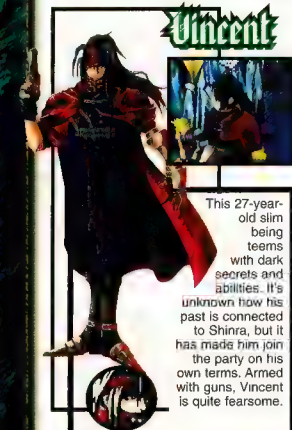
Limit Breaks

- 1-1 Lucky Dice: (Start) Cait Sith throws two to six dice out. The result determines the amount of damage that it does to a single enemy.
- 1-2 Slots: This is a slot machine, just like the one in Final Fantasy VI (our #3). The results here are a little bit different though. Mog Dance will refill the party's HP and MP. Joker will kill off the party entirely! Combine groups all the party members into one big character. Lucky Gal will get rid of even the toughest foe, and Random Summon will generate one of the Summon Creatures in your inventory.



Slots??????

He only has two limit breaks, but the last one acts as several. It is composed of a slot machine where you spin the wheels and hope for three of a kind.



Vincent

This 27-year-old slim being teems with dark secrets and abilities. It's unknown how his past is connected to Shinra, but it has made him join the party on his own terms. Armed with guns, Vincent is quite fearsome.



Weapon Location

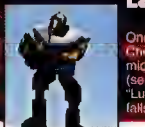
Ultimate: Death Penalty

Location: Same area as his L4 limit break—the waterfall.
Condition: The more enemies that Vincent kills, the stronger this weapon becomes. This counts for all the enemies he's killed since he joined you.

WEAPON	ATK.	MT.	Slots	Location
Quicksilver	38	110	2c/2s	Junon
Shotgun	48	112	4c	Rocket Town
Shotbarrel	51	118	4c/1s	Utai
Lariat	64	120	4c/2s	Ice Lodge
Winchester	73	120	6c	Mideel
Peacemaker	38	118	2c/1s	Kalm
Buntline	48	124	4c	Bone Village
Longbarrel Rifle	66	255	8c	Costa DelSol
Silver Gun	62	120	none	Temple
Sniper CR	42	255	4c	Nibel Mtn.
Supershot ST	97	120	6c	Forest
Outsider	80	120	4c/4s	Plane
Death Penalty	99	115	8c	Lucrestia

Limit Breaks

- 1-1 Galian Beast: (Start) Transformation heals Vincent completely and lets him do two kinds of attacks. Berserk Dance hits one foe, while Beast Flare hits a whole group with it attack.
- 2-1 Death Opos: A golem of some sort, he has the GigaBunk which does a lot more damage than the previous form's attack. Live with this creature's creepy.
- 3-1 Hell Walker: A psychotic killer, he has a five-hit attack, and can lay down a host of curses on one foe.
- 4 Chaos: Chaos saber and Satan Impact both hit all enemies on screen and should kill all but the hardest.



Level 4 Limit Break

Chaos
Once you have the submarine at a Chocobo, go to the waterfall in the middle of the Western Continent (see map). He'll meet a woman "Lucrestia" from the past. Visit the falls twice to get your goodies.



CHOCOBO RAISING

WHY and WHAT-IN-A-ZEIRO NUT SHELL

Raising these cute critters is easy, and will involve several hours and greens that are hard to track down, so be prepared for several hours of work. So why go through all this trial and tribulation? Because there are four secret Materia caves that contain some of the most powerful magic in the entire game! Here's what you can get/experience:

- 1) The cave around Mideel and the Quadra Magic
 - 2) The cave around Mt. Gordo to find the Magic magic
 - 3) The cave around Mt. Gordo to find MP/HP switch
- The round island to the NE corner to get the Knights of the Round summon! (This is why you get that Gold Chocobo)



Anywhere you can normally walk but faster.



Walk across mountains and most cliffs.



Walk through shallow water not waterfalls.

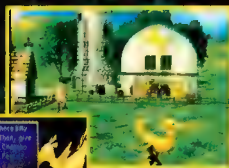


Like the last three but without restrictions.



The Gold Chocobo can go anywhere!

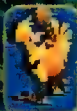
HOW TO BREED A BETTER CHOCOBO



Chocobos will be C-class. You will need to be advanced to A-class (see racing tips to the right).

• Return to the farm and mate them together with another Carob Nut to get a **Black** Chocobo. Head to the snow-covered Northern Continent and look for the tracks on the western shore. Here you will find the Dashing Chocobo. Make sure it is in good health and is the opposite gender of your **Black** Chocobo. Feed these newest Chocobos 10 Silk Greens each and raise them both up to A-class.

• At this point you will need to go to an island to the northeast of the Chocobo farm (Goblin Island). Battle with the goblins there to receive a Zeio Nut. When you return and use it to mate the Dashing and **Black** Chocobos, you will get a **Gold Chocobo**.



• First, you need the Chocobo Lure Materia to capture them. Once you have it, rent out six stalls at the Chocobo farm. Each one will cost 10,000 gil! • The first two Chocobos you need are a Running female and a Walking male. The Walking male can be found near the Gold Saucer, while the Running female is just west of Mideel. Capture four of them and go to Chocobo Billy to check your catch and to have them rated. Be sure that you get a "good" Walking male and a "great" Running female. (SAVE GAME) • Now return and mate these two using a Carob Nut. Keep resetting until you come up with a **Green** and a **Blue** Chocobo of opposite genders (either combination will work). You can use the same two Yellow Chocobos to breed again, but they need time after a successful mating. • Feed each of these 10 Silk Greens (see Chocobo Sage) and head off to the Golden Saucer to add in the initial



CHOCOBO SAGE

He can be found near the North Cave in a grassy area amongst the snowy mountains. Silk Greens can only be bought for 5,000 gil...you'll need 40! Outside of his house, find a Viakorados to steal a Carob Nut. You'll need three to successfully breed a Gold Chocobo.



SECRET MINI QUESTS

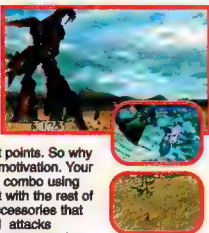
• Turtle Paradise Redemption signs: Try to find all the signs and return to Mt. Imai and talk to the bar keep to get an attribute boost for all your stats. 1-Midgar (near Aerith's house), 2-Shinra HQ (first floor), 3-Gold Saucer (Ghost Square), 4-Cosmo Canyon (Tigerlily Shop), 5-Cosmo (inn), 6-Utai (Tuffie's house).



• Remember the locked door in the weapon shop of Mideel? The key can be found by going all the way up the balcony and walking just around the NE corner. Return to the door and answer the shop keep truthfully to get the Cursed Ring!

USA FFVII VERSION'S KILLER "WEAPONS"

For all of us lucky U.S. players, there are two "killer weapons." Unfortunately these are the type you have to fight not to fight with. The first is a green "generals" monster floating around underwater near Junon. The other is a red "ruby" monster that sticks out near Gold Saucer (you must run into the protruding part). Basically these things give you no useful items and have 1,000,000 hit points. So why even try? Braggart rights are the only motivation. Your only bet is to set up a massive Materia combo using Knights of the Round and then Mimic it with the rest of the characters. Try using armor and accessories that can prevent status problems and avoid attacks (Ribbon, Mystile, Aegis Armet, Protect Ring, etc...)

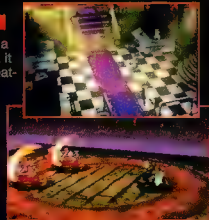


GOLD SAUCER

Got game? If not you can look for a man on the left side of the entrance. He'll appear 1 in 10 times and he'll swap Gil for GP 1 for 1 in increments of 100.

Battle Arena

The Battle Arena at the Gold Saucer is a great place to get some great items but it can be very time consuming. You can battle up to eight times in a row and you'll receive more. Battle Points the longer you last. Sounds easy, but there are 23 handicaps to thwart your effort. Each round you spin the wheel to get another handicap. Here's all the possibilities: All Materia breaks, green Materia breaks, red Materia breaks, yellow Materia breaks, blue Materia breaks, pink Materia breaks, weapon breaks, cannot use item, accessory breaks, armor breaks, both HP and MP max are halved, HP max is halved, MP max is halved, current MP is 0, frog, mini, poison, level 10 down, level 5 down, speed is halved, damage equal to level times hours played. There are also two "good" handicaps such as life is set to max HP, and no effect. Obviously you'll need more than just magic to get by. Be sure to have items as well as accessories to deal with these handicaps.



ITEMS YOU CAN WIN

Note: All items are twice or more costly on the first disc!!

- Pre-Emptive Materia (1000)
- Speed Plus Materia (4000)
- Stardust (8000)
- Championship Belt (Power & Vitality +30 - 16000)
- Omnislash (L-Limit 32000)
- W-Summon (64000) DISC 2

Note: After you have won the Omnislash, W-Summon and gotten Cloud's Ultimate weapon, return here for a secret deal that will yield the Final Attack Materia that makes you near invincible!

CHOCOBO RACING

You need to get an A-class rating but it shouldn't be too hard (here are a few tips. In the mean time climb up your GP for prizes. In the long race seems to increase your rank more quickly. 2) Leave your Chocobo on automatic and he will usually come in first. 3) If you do take control, simply slow down your trusty steed to it doesn't exhaust itself. 4) Another approach is to take control from the start, get a good lead, then just slow down to a medium pace.

WIN BIG: Here are some prizes you can win in Gold Saucer races

200GP-Elixir, 300GP-Precious Watch, Megalixir, Sneak Attack, Enemy Away, Counter Attack, 500GP-Magic Counter



The Total FFVII Armor/Accessories List

ARMOR NAME	DEF	EVD	MDF	MEV	M-SPOT	WHERE IS IT?
Aegis Armet	55	15	88	50	4c	Find: Midgar Sector 8
Aurora Armet	76	8	54	3	4c	Buy: Forgotten City
Bolt Armet	72	8	52	3	4c	Find: Zango Valley
Dragon Armet	58	3	47	2	6c	Drop: Red/Blue Dragon
Fire Armet	74	8	55	3	4c	Find: Gaea's Cliff
Gigas Armet x0	59	0	0	0	4c/1s	Steal: Gigas Imperial
Gold Armet	46	4	28	0	4c	Buy: Rocket Town
Silver Armet	34	4	22	0	2c/2s	Buy: Cosmo Canyon
Rune Armor x2	43	5	24	0	4s	Buy: Bone Village
Bangle x2	20	0	12	0	2s	Buy: Costa Del Sol (Juno) (post)
Adamant Bangle	93	0	23	0	2c	Steal: Adamantite
Bronze Bangle x0	8	0	0	0	none	You start with it
Carbon Bangle	27	3	14	0	2c/1s	Buy: Costa Del Sol
Crystal Bangle	70	8	45	1	6c	Buy: Mideel. Platinum
Diamond Bangle	57	6	37	0	4c/1s	Buy: Bone Village
Warrior Bangle x0	96	0	21	0	4c	Steal: Eagle Gun
Force Bracelet	74	3	100	3	4c/1s	Find: Rocket Town (post)
Mythril Bracelet	18	3	8	0	2c	Buy: Wall Market. Kalm, Junon
Wizard Bracelet	6	3	85	3	8c	Find: Mideel.
Edlincoat	50	0	33	0	7s	Buy: Rocket Town.
Escort Guard	62	5	55	0	6c	Find: Downed Shinra Plane
Four Slot	2	0	10	0	4s	Buy: Costa Del Sol
Guard	82	0	74	0	6c	Find: Final Dungeon
Mystile	65	50	72	60	6c	Find: Midgar Sector 8
Minerva Band	60	8	57	0	6c	Find: Ancient Forest
Precious Watch	0	0	0	0	8s	Win: Gold Saucer Chocobo Races
Shinra Alpha	77	0	34	0	6c	Steal: Captain Marine
Shinra Beta	30	0	0	0	2c/2s	Drop: Shinra Marine
Ziedrich x0	100	15	98	18	---	Steal: Rude

(Materia Notes: Ardent Flame—Absorb fire • Aurora Bracelet—Absorb cold • Thunder Bracelet—Absorb lightning • Dragon Bracelet—Halt damage from fire, cold, and lightning • Escort Guard—No damage from lightning, earth, water or poison • Ziedrich—Half damage from every damage type • Chocobo Bracelet—Speed increases by 30 points when worn • Minerva Band—Can only be worn by women (Aerith, Tifa or Yuffie).)

ACCESSORY	EFFECT WHEN WORN	WHERE IS IT?
Angry Ring	Automatic "Berserk" in battle	Buy: Gongaga
Cold Ring	Immune to cold-based attacks	Buy: Mideel
Cursed Ring	Status up but you're Condemned	Find: Mideel
Fairy Ring	Immune to Poison and Darkness	Buy: Mideel
Flame Ring	Immune to fire-based attacks	Buy: Mideel
Jewel Ring	Immune to Petrify, Slow	Buy: Mideel
Peace Ring	Immune to Sadness, Anger	Buy: Rocket Town
Poison Ring	Absorbs Poison-based attacks	Find: Whirlwind Maze
Protection Ring	Automatic "Barrier"	Steal: ---
Toughness Ring	Strength and Mental Power up 50	Steal: Reno
Water Ring	Absorbs water-based attacks	Find: Zango Valley
Amulet	Luck goes up by 10	Buy: Mideel
Boudan Chokki	Strength goes up by 10	---Unknown---
Cat's Bel	Regain 2 HP with each full step	Steal: Chocobo Racing
Champion Belt	Power and Strength go up by 30	Win: Gold Saucer Duel
Chocobo Feather	Speed goes up by 10	Buy: Uta
Circle	Magic and Mental Power up 30	Steal: Snow
Earring	Magic goes up by 10	Buy: Rocket Town
Headband	Immune to Sleep	Buy: Junon (pre-meteor), Gongaga
Power Wrist	Power goes up by 10	Buy: Rocket town boss
Safety Bit	Immune to Death, Slow, Petrify and Condemned	Buy: Rocket Town
Silver Edge Glasses	Immune to Dark	Buy: Junon (pre-meteor), Gongaga.
Star Pendant	Immune to Poison	Buy: Gongaga
Ribbon	Immune to all	Find: Temple, Gaea's Cliff
Sprint Shoes	Automatic "Haste" in battle	Win: Chocobo Racing
Talisma	Mental Power goes up by 10	Buy: Gongaga, Rocket Town
Tetra-Elemental	Absorb fire, cold, lightning, earth	Find: Final Dungeon
White Cap	Immune to Minimum and Toad	Buy: Gongaga, Mideel

The Total FFVII Map Location Finder

CITIES (A-L)

A-Kalm, B-Chocobo Ferry, C-Condor, D-Junon, E-Costa Del Sol, F-Wall Market, G-Cosmo Canyon (Cave), H-Ghost Village, I-Rocket Town, J-Bone Village, L-Mideel, M-Platinum Slum, Sector 8, N-Tents, O-Slater, P-Gold Saucer (Cave), Q-Chocobo Lodge, R-Gongaga, S-Temple of Ancients, T-Forgotten City.

CAVES/MOUNTAINS/ISLANDS (0-9):

0-Lucrecia's Cave, 1-4-4-4 Mine, 2-Coastal Mountains, 3-Nebel Mountains, 4-Ice Gale Glacier, 5-Gaea's Cliff, 6-Ancient Frog Forest, 7-Collar, 8-Goblin Island, 9-Cactus Island.

MISC:

◆ Key of the Air
● Sunken Shinra
■ Chocobo Sage
▲ Blacksmith
★ Chocobo
Chocobo's place in the find this

MATERIA CAVES (10-13)

10-Ural, 11-Mideel, 12-North Corel, 13-NE Island

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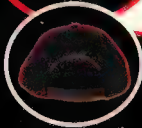


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General Layout of GoldenEye:

GoldenEye has three difficulty levels: Agent, Secret Agent and 00 Agent. Below is a short list of the differences between Secret Agent and 00 Agent. Keep in mind that these are going off of Agent Mode as the average.

Secret Agent

+ Difficulty

+ Hits to kill enemies

+ Enemy AI increase

+ Objectives

- Armor

- Ammo

- Weapons

+ Gun turrets

00 Agent

++ Difficulty

++ Hits to kill enemies

++ Enemy AI increase

++ Objectives

-- Armor

-- Ammo

- Weapons

system
publisher
developer

N64
Nintendo
Rare

strategy talk

GoldenEye is the best game of 1997. OK, with that out of the way, let's break it down: We are huge Bond fans, and that helps us like this game. (By the way, Roger Moore is the best Bond actor, NOT Sean Connery.)

It is comparable to Turok in how it plays, but is far, far, FAR more. You have missions to accomplish, and the number of objectives increase as you boost the difficulty.

The graphics are incredible, yes, but GoldenEye really excels in gameplay. Of course, the sniping is the best feature. Another excellent part is that you can use the same controls as Turok that, whether you agree or not, is the BEST configuration for any N64, Doom-style game. Plus, there are 31 weapons, an enormous amount of cheats you have to EARN and a hell of a lot more.

WARNING: This spread contains about 97 percent of what's in the game, so don't read too far ahead!

—Mark "Pinhead" Hain
and Mark "Candyman" Lefebvre

strat-stats

challenger:

moderate to hard as hell
number of levels:
9 missions in 20 areas
best Bond actor:

Roger Moore

Doom game?:

Hahahohohohahaha!

time to complete:

close to 70-75 hours!



CLASSIFIED INFORMATION: Overview of Missions 1 and 2

Mission 1 Part 1:
1 armor

Mission 1 Part 2:
2 armors

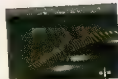
Mission 1 Part 3:
0 armors

Mission 2 Part 1:
0 armor

Mission 2 Part 2:
2 armors

Mission 1 is pretty simple. The only hard part is the lower level below the dam. It is a small stretch with many guards but plenty of walls to duck behind. Mission 2 is a

little tougher. It is a facility where you must meet 006 and blow up gas tanks. This level has a ton of guards and security doors that do not allow you to walk right through.



Sniper



Surface guards in 007

MISSION 3



To: James Bond
From: Her Majesty's Secret Service
Subject: Soviet Satellite

Location:
Kirghizstan
Launch Silo

- Plant bombs in fuel rooms
- Photograph satellite
- Obtain telemetric data
- Retrieve satellite circuitry
- Minimize scientist casualties

Armor Count:

Agent: 3

Secret A: 2

00 Agent: 1

a. There are four main fuel rooms where you need to plant the plastique. Place them anywhere in the middle of the right wall.

b. Very easy objective. Make sure all enemies are cleared out before taking the picture in the last computer room.

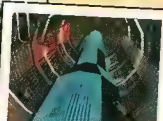
c. The DAT tape will be very obvious. It is on the floor on the right side of one of the computer rooms.

d. There are a couple of circuit boards spread throughout the four computer rooms. Check on the white tables or near the computers.

e. Remember, there's more than one way to murder these virtual idiots. It only takes a couple of bullets (yours OR the enemy's) to make a computer or other items explode. Take careful aim.



Time limit is 7:30 to 8:30



Ourumov is in the abandoned missile silo

007 General Strategies

On Secret Agent, you have a time limit of 7:30 to complete the level. On 00 Agent, you have 8:30 but more objectives. When you reach the end of the level, Ourumov will order your death. Rushing in will only kill or seriously maim you. Use the walls to lean and kill the guards. Ourumov will flee after taking a couple hits. The armors are placed in the computer rooms and on the catwalk.

MISSION 4



To: James Bond
From: Her Majesty's Secret Service
Subject: **Sovernaya Comm Dish**



Location:
**Monte Carlo
Frigate**

- a. **Rescue hostages**
- b. **Disarm bridge bomb**
- c. **Disarm engine room bomb**
- d. **Plant tracking bug on helicopter**

Armor Count: 2
Agent: 2
Secret A: 1
00 Agent: 0

- a. There will be a minimum of six hostages held captive in the ship. The best way to save the hostages is speed. If you wait even a second too long, they will be executed. If there is more than one guard in the same room, take out the guard closest to the hostage first. The other guards will open fire on you, but will usually let the hostage be. Make the shots count to pass this objective.
- b. If there is crossfire when disarming a bomb and the computer is hit, the mission is blown and you are dead. Try to clear out all the enemies from the area before cutting any wires.
- c. There are three guards right off the bat in the engine. As before, kill them and watch your back when disabling the bomb.
- d. Planting the bug on the helicopter should be the easiest objective. You will have no resistance from the enemy.



Your stop in Monte Carlo



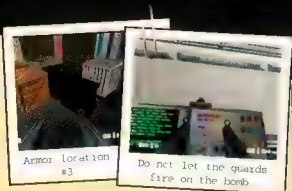
A minimum of six hostages



Disarm the bombs



Plant the bug



007 General Strategies

In this hostage situation, you start with a PP7, D5K Silenced, Bomb Defuser, and Tracker bug. There are a certain number of hostages you MUST save. For Agent, it's two; for Secret Agent, it's four and four for 00 as well. The armor is located in the communication room directly off of the bridge and also in a small room in a large stack of crates. To get the armor, you have to carefully shoot the crates—it is located in one of them (however, this armor is only in Agent difficulty). As always, the hostages will get in your line of fire, so try not to shoot them in the back.

MISSION 5



To: James Bond
From: Her Majesty's Secret Service
Subject: **Return Trip**



Location:
**Sovernaya
The Surface**

- a. **Disrupt all surveillance equipment**
- b. **Break communications link to bunker**
- c. **Disable spetznaz support craft**
- d. **Gain entry to bunker**

Armor Count: 1
Agent: 1
Secret A: 0
00 Agent: 0

- a. When taking out the cameras, do it quickly. If the alarm goes off, the level will be quite a bit more difficult.
- b. The computer is located in the dish building. Just destroy it, DON'T use it or the enemy will be alerted to your presence.
- c. You have one mine to be used on the helicopter. Place it correctly and blow it.
- d. The entrance to the bunker is right next to the helicopter

Location:
**Sovernaya
Bunker**
a. **Compare staff causality lists**
b. **Recover CCTV tape**
c. **Disable all security cameras**
d. **Recover GoldenEye operations manual**
e. **Escape with Natalya**

Armor Count: 1
Agent: 1
Secret A: 1
00 Agent: 0

- a. The smartest way to complete all objectives is to eliminate all the guards. The lists and key cards can be found on them. By eliminating everybody, you will find the items you need.
- b. The tape is located on a desk in a single small room on the second floor.
- c. Knowing the location of the cameras is the key to disabling them before they see you. Cameras can be taken out with a single shot in the lens through the small window of the doors.
- d. The safe is a good place to start looking for the manual. After eliminating the enemies, searching will be a piece of cake.
- e. Leave Natalya in the cell until all the guards are eliminated and the other objectives are complete. Otherwise, she could very well be taken out by the guards or you.

007 General Strategies

Mission 5 Part 1:
You start with a PP7 Silenced and a Remote Mine. The armor is located in the building where you get the key from assassinating the general. The four cameras are at the dish, the fenced building where the key is located for the comm room and in the far building.
Mission 5 Part 2:
Being arrested, you start with nothing but your watch magnet. Use it to get the key to your cell, and then on the grate outside your cell to get throwing daggers. You can weed out most of the guards by luring groups around corners.

WEAPONS

There are 31 weapons in GoldenEye, a few that don't even show up in the game without a code. The following is a list of these weapons, plus an ammo count. The first number is the Clip Count and the second is the Total Ammo Count.



RC-90-PO



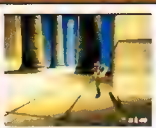
Tank B&S
incredible range

- Hunting Knife - ∞/∞
- Throwing Knife - 11/11
- PP7 - 7/800
- PP7 Silenced - 7/800
- DD44 - 8/800
- Klobb - 20/800
- KF7 Soviet - 30/400
- ZMG (9MM) - 32/800
- D5K - 30/800
- D5K Silenced - 30/800
- Phantom - 50/800
- AR33 - 30/400
- RC-P90 - 80/800
- Shotgun - 5/100
- Auto Shotgun - 5/100
- Sniper Rifle - 8/400

- Cougar Magnum - 6/200
- Golden Gun - 1/100
- Silver PP7 - 7/800
- Gold PP7 - 7/800
- Laser - Infinite/Infinite
- Watch Laser - 300/300
- Grenade Launcher - 6/12
- Rocket Launcher - 1/3
- Grenade - 1/13
- Timed Mine - 1/11
- Proximity Mine - 1/11
- Remote Mine - 1/11
- Detonator - Infinite/Infinite
- Taser - Infinite/Infinite
- Tank - 1/???



The laser is very powerful and tracks really well



One shot one kill but the mine need for Baron Samedi

MISSION 6



To: James Bond
From: Her Majesty's Secret Service
Subject: Confronting Janus

Location:
St.
Petersburg
Statue Park

- a. **Contact**
Valentin
- b. Confront
and unmask
Janus
- c. **Locate**
helicopter
- d. Rescue
Natalya
- e. **Find flight**
recorder

Armor Count:
Agent: 1
Secret A: 1
00 Agent: 1

- a. Valentin is located in a metal trailer midway through the level. Look for a red trailer with one door missing.
- b. When you leave the trailer, head forward until you come across a dead end with a large statue. When you see the six to eight guards in black, Janus will tell you to put your gun away. Immediately after the objective is complete, you will have to battle your way through the guards. Arm yourself with one of their shotguns.
- c. The helicopter is at the beginning of the level, no time to get lost.
- d. Once at the helicopter, Natalya will wake up. Draw her away from the explosion.
- e. After the explosion, head back toward the middle of the level. The flight recorder will be somewhere in the first section of the level.

007 General Strategy

After grabbing the recorder, head toward the fence in the beginning of the level. Once again, you will be forced to unarm yourself. DO NOT attempt to kill the guards. Allow yourself to be captured or Natalya will die. You only have a PP7 to start the level with but will get a Kf7 quickly. The armor is located next to the hand statue on your way to unmask Janus. If you run right after unmasking Janus, you will save on health.



To: James Bond
From: Her Majesty's Secret Service
Subject: Find Natalya

Location:
St.
Petersburg
Streets

- a. **Contact**
Valentin
- b. Pursue
Ourumov and
Natalya
- c. **Minimize**
civilian
casualties

Armor Count:
Agent: 4
Secret A: 4
00 Agent: 4

- a. Even though you will want to grab the tank right away, head for the compound on foot. Take an immediate left down the skinny alleyway. Follow the alleyway to a building with an open door. After talking to Valentin, the clock will be reset to 6:00.
- b. Head back to the beginning, grab the tank and take it to the streets. You must get to the end of the level in the allotted time in order to complete this second objective.
- c. As much as civilians love to jump in front of a moving tank, avoid these lemmings at all costs. Too many deaths and you start all over.

You start this level with just a PP7. One armor is located in the room next to Valentin. The second is in the middle of the level on the streets. The third is at the end of the level after taking a right at the last intersection, and the last armor is at the end of the level after taking a left. Start times are 5:00 for Agent and 3:00 for Secret and 00. There are mines placed across the road in a few locations on your way to the end of the level. One precise tank mortar in the middle of the cluster will allow you to get through. There is a grenade launcher in the same room as the first armor. If you choose not to take the tank, you would be advised to pick up an enemy's rocket launcher.



To: James Bond
From: Her Majesty's Secret Service
Subject: Captured!

Location:
St.
Petersburg
Military
Archives

- a. **Escape from**
interrogation
room
- b. Find
Natalya
- c. **Recover**
helicopter
black box
- d. Escape with
Natalya

Armor Count:
Agent: 1
Secret A: 1
00 Agent: 0

- a. You can escape the interrogation room in a number of ways: 1) Use the watch magnet to acquire both the weapon and clip off the desk. 2) Just grab both items and start blasting. 3) The best way, just walk over to the guards and chop them. If you're good enough neither of them will be able to get a shot off.
- b. Natalya can be found in a sub-room off of the library. There are two guards ready to kill her. Take out the guard closest to her first.
- c. To recover the box, you must locate Mishkin. He looks much like the enemy, so go easy on the trigger when entering a new hallway and rooms.
- d. The escape route is a window located off of the library. Shoot the glass, and make sure Natalya is close by before hopping out.

007 General Strategy

You only start this mission with a Watch magnet. The body armor is located on the floor in the room across from the interrogation room. There is a secret entrance located behind crates so look for that as well.



1.



2.



3.



4.



PHOTO SURVEILLANCE:

PHOTO 1: STATUE PARK-STRANGELY ENOUGH, WE HAVE FOUND AN ALLY IN VALENTIN, AN EX-KGB OPERATIVE. HE WILL HELP YOU SEVERAL TIMES.

PHOTO 2: JANUS HAS FINALLY BEEN UNCOVERED-IT IS YOUR OLD "FRIEND" 006, ALEC TREVELYAN. APPROACH WITH EXTREME CAUTION.

PHOTO 3: THIS IS A STICKY SITUATION. YOU MUST LIBERATE YOURSELF FROM THE CLUTCHES OF THE RUSSIANS. THE BEST WAY IS TO JUST CHOP THEM. IT WILL BE MUCH QUIETER AND YOU SHOULD BE ABLE TO LEAVE THE ROOM WITH NO DAMAGE.

PHOTO 4: NATALYA IS GUARDED BY TWO SOLDIERS IN THE MILITARY ARCHIVES. SHOOT THE GUARD CLOSEST TO HER FIRST AND THEN TAKE OUT THE SECOND. SHE WILL RUN OFF AND YOU WILL HAVE TO FIND HER BEFORE YOU ESCAPE.

MISSION 6 - CONT.



To: James Bond
From: Her Majesty's Secret Service
Subject: Find "006's" Train

Location:
St.
Petersburg
Depot

- a. Destroy illegal arms cache
- b. Destroy computer network
- c. Obtain safe key
- d. Recover helicopter blueprints
- e. Locate Trevelyan's train

Armor Count:
Agent: 10
Secret A: 5
00 Agent: 0

007 General Strategies

You start this level with your PP7 but can get a DK5 right off the bat. There is plenty of armor on this level (in the easier settings, that is). Five are located in garages while the other five are located behind containers and buildings. This level is only hard when you are not sure of the objective locations. Try shooting items such as boxes (bullet holes on walls do eventually disappear so that may not work) to remember where you've been.



Tank is next worthless



Missile Launcher in dump



To: James Bond
From: Her Majesty's Secret Service
Subject: Stop that Train

Location:
St.
Petersburg
Train

- a. Destroy brake units
- b. Rescue Natalya
- c. Locate Janus
- d. Crack Boris' password
- e. Escape to safety

Armor Count:
Agent: 10
Secret A: 5
00 Agent: 0

- a. As you progress through the train cars, the brake units are either at the front or the rear of the cars. Disable them all
- b. When you enter the last train car, Ourumov and Xenia will have Natalya at gun point. Hit Ourumov, and for fun, try to hit Xenia, but she won't die here.
- c. Locating the base is not even your job. Use your watch laser to take out the bolts holding the trap door while Natalya does some hacking.
- d. As in objective C, concentrate on the bolts and Natalya will crack the password.
- e. After escaping from the train, there will be enemies hidden in the darkness immediately to your left. Depending on your health status, you may be better off running toward the front of the train (to your right) instead of staying for a firefight



Go for the girl.



Computer room in Depot

007 General Strategies

You start the train with a PP7 and a Watch Laser. There is no armor on this level; it's just a straight shot to the end. When inside the last car, you need to escape by using your Watch Laser on the bolts holding the trap door. This needs to be done quickly. Natalya needs a lot of time to get out of the train or you fail. When she finally says she's coming, haul ass. You can acquire an RC-90 in the first car on Agent in one of the boxes.

MISSION 7

007 General Strategies

Mission 7 Part 1:

You start this level with a PP7, Remote Mines and a Detonator. The armors are all located next to the first three turrets.

Mission 7 Part 2:

You start the level with just your PP7. The first armor is located on the left side of the first floor (Boris will lead you right to it), and the second is located in the locker room toward the end of the level. After finishing objective C, you can head to the heart of the crane room, confront Janus and look for the exit. After leading into the new area, you do not have long to live as you are hopelessly outnumbered. Find the exit and get out.



To: James Bond
From: Her Majesty's Secret Service
Subject: Confront Xenia

Location:
Cuba
Jungle

- a. Destroy drone guns
- b. Eliminate Xenia
- c. Blow up ammo dump
- d. Escort Natalya to Janus' base

Armor Count:
Agent: 3
Secret A: 3
00 Agent: 2

- a. There are six gun turrets as you make your way through the dense level. Use the scouting feature on the AR-33 to get the guns before they get you. When you reach the ladder toward the end of the level, you can ascend, as long as you are cautious. There are two turrets at the top, the first you have to take out with precision and you can sneak up on the other.
- b. When you get to the bridge, DO NOT cross it or you will have to face Xenia and the turret that waits for you on the other side. If you wait, you will have the advantage by being able to ventilate Xenia as she crosses the bridge. If she manages to get close, remember she has an RC-90 and grenade launcher - a deadly combo.
- c. The ammo dump is not only a piece of cake to destroy, you might get a few bonus enemy kills in the process.
- d. The doors are heavily guarded. Launch a few grenades and load up on RC-90 ammo. You're unstoppable with that gun.



Four Turrets in all



Massive weapons from Xenia



Boris is harmless.



To: James Bond
From: Her Majesty's Secret Service
Subject: GoldenEye aimed at London!

Location:
Cuba
Control
Center

- a. Protect Natalya
- b. Disable GoldenEye satellite
- c. Destroy armored mainframes

Armor Count:
Agent: 1
Secret A: 1
00 Agent: 0

- a. As you infiltrate the base, you will have little resistance. Boris is at the main computer room. He may seem hostile at first, but do not shoot him. He will run off to the third floor. Clear out all of the areas of enemies before contacting Natalya in the outer area. Next, plant the five mines on each of the visible mainframes.
- b. To disable the satellite, Natalya needs to jack into the main computer network. As she does this, your only job is to keep her alive. Shoot all enemies, especially kneeling snipers in the "black window" areas that break through.
- c. After successfully disabling the satellite, Natalya leaves you on your own. All doors are unlocked now, as troops are flooding in everywhere. Head out of the inner computer room and take the door to the right which will lead you to the last mainframe. Plant the mine, and hide while detonation takes place.

MISSION 7 - CONT.



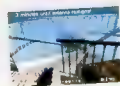
Do NOT kill the scientists.



Trevelyan is really a
warp once he falls



Boris-har



3:00 is plenty of time



To: James Bond
From: Her Majesty's Secret Service
Subject: Captured!



Location:
Cuba
Water
Caverns

- a. Destroy inlet pump controls
- b. Destroy outlet pump controls
- c. Destroy master control console
- d. Minimize scientist casualties

Armor Count:
Agent: 2
Secret A: 1
00 Agent: 0

- a. Throughout the level, there are computer outlets that need to be destroyed to clear out objectives A, B and C.
- b. More hardware to destroy.
- c. Even more hardware to destroy, see objective D.
- d. The communications room is surrounded by explosives and gasoline as well as the master control console. To complete this objective, single precise shots are required to take out the guards hiding behind the crates. Patience is necessary to keep the radio intact after the stand-off.
- e. Where there are scientists, computers are sure to follow. If the scientists will not move away from the controls when their arms are raised, fire a warning shot and they will clear out the area.



Cuba
Antennae
Cradle
a. Destroy control console
b. Settle the score with Trevelyan

Armor Count:
Agent: 2
Secret A: 2
00 Agent: 2

a. You have 3:00 to destroy the control console in a building at the center. It only takes 30 to 40 seconds to reach this area, so the best thing to do is stay where you're at (at least on the hardest difficulty) and let the enemies come to you for a couple of minutes. You will be able to stock up a nice pile of weapons. Just watch for a guard that teleports into your starting point from time to time.

b. Immediately upon entering the control console room, you will not only see Trevelyan running out the door, but you will be greeted by two strategically placed turrets on the ceiling. Disable the turret directly through the door as it is a bit more active. After knocking out the control console, the only objective left is to take out Trevelyan. The best way to do this is to stay on his tail and unload as much ammo as possible. After a few laps around the cradle, he will eventually tell you to "finish the job." Follow him to the bottom and shoot him a few times to kill him.



007 Strategy

You start with a PP7, a ZMG (9MM) and six timed mines. The armor is located on the crates near the inlet pump controls and outside the communications room where you contact Jack Wade. There is a turret in the last control room right by the end of the level. There are places in the level where you can blow up lockers. These will reveal shortcuts through the caves. Use caution when taking these shortcuts, you may walk directly into an ambush. Locate the crate just outside the communications room that when shot reveals another smaller box. Keep destroying this and you will find two AR-3s you can use at once. At the end of the level, you will see Trevelyan at the end of a long hallway. There are two turrets on the ceiling. Take these out before trying to proceed.

You start with a PP7. The armor is located directly behind you at the start of the level, and the engine room opposite where you must destroy the control console. On Agent, after you beat this level, it gives you the Magnum cheat, Multiplayer Levels Facility, Bunker, Archives and Caverns as well as every character in the game in multiplayer (i.e., you can now choose guys like Jaws, Oddjob, Mayday and many more). After beating it on Secret Agent, the game unlocks Mission 8, called Aztec.

007 Strategy

MISSION 8



To: James Bond
From: Her Majesty's Secret Service
Subject: Stolen NASA Shuttle

Location:
Teotihuacan
Aztec
Complex

- a. Reprogram shuttle guidance
- b. Launch Shuttle

Armor Count:
Agent: 1
Secret A: 1
00 Agent: 1

- a. Reprogramming the shuttle is going to be a little harder than it sounds. It will require you to gain access to a set of computers behind glass doors which can only be opened by a smart card. To acquire this card, you will need to defeat none other than "Jaws" from several older Bond movies. After defeating Jaws, you will need to take the smart card back to the beginning of the level where the main computer system resides. Once inside the small room, grab the DAT tape off the table and log in to one of the mainframes by selecting the shuttle guidance disk Q supplied you with. Head back to the shuttle and log in on one of the mainframes. This will allow you to start the launch initialization.
- b. As the shuttle countdown begins, you should head up the ladder on the left side of the shuttle. Around the corner is a small computer which will open or close the exhaust doors. If the exhaust doors are closed, the shuttle countdown will be put on hold. Double-check the doors and hold a defensive stance until all systems are go.



Aztec capture of shuttle



Initiate shuttle launch



Escape from the cage

007 General Strategies

You start this level with a PP7 and a Guidance Data disc although you do get the best weapon in the game on this level—the Moonraker Laser. The armor is located through the grate where you first see the shuttle and the bay doors opening. At the end of the corridor is a T where two turrets await you on each side. Take care of the turrets and turn right, then turn right at the end on that corridor and there it is.

Right before entering the base floor of the shuttle room, your view is obstructed by another vent grate. Before running out into the open, make sure to familiarize yourself with your surroundings. There are four very powerful turrets and numerous Moonraker Soldiers waiting to take your life away.

Jaws can be a very difficult opponent to defeat, or he can be a cinch. Equip yourself with a laser and lure the behemoth around a corner and fight the giant right up to his face. You should be able to kill him without taking a shot. After beating this level on Secret A, the Laser cheat becomes available. After beating it on 00 Agent, Mission 9 in el-Saghir is unlocked.

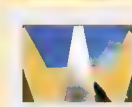
MISSION 9



Your mission: the Golden Gun



If you do not follow the map, trouble follows



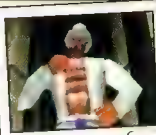
Baron location 3



Northless area



NAME:
BARON SAMEDI
OCCUPATION:
VOODOO PRIEST
MOVIE APPEARANCE:
"LIVE AND LET DIE"



BARON SAMEDI WAS AN EVIL VOODOO PRIEST IN THE EMPLOY OF A CRIMELORD NAMED MR. BIG. HE IS NOW AFTER SCARAMANGA'S GOLDEN GUN HIDDEN AWAY IN AN EGYPTIAN TEMPLE. IT IS UNCLEAR WHETHER OR NOT HE CAN BE KILLED.

To: James Bond
From: Her Majesty's Secret Service
Subject: **Classified:** Character Profile



Location:
el-Saghira
Egyptian
Temple

a. Recover the Golden Gun
b. Defeat Baron Samedi?

Armor Count:
Agent: 3
Secret A: 3
00 Agent: 3

To: James Bond
From: Her Majesty's Secret Service
Subject: Scaramanga's Legacy

- When you start the level, go through the first pillar room and take a right. The stars will take you directly to the elusive Golden Gun room. The only way to successfully acquire the gun is to navigate the correct tiles to the pedestal (see map to right).
- After loading up the Golden Gun, head back to the main area and find your final opponent Baron Samedi. You will battle the voodoo priest three times before finally defeating him. Original reports stated he could not be killed without the golden gun, but this has been proven false.



Golden Gun NOT needed

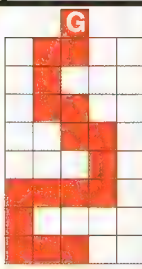


Three hidden turrets



Kill him? one last time

Mission 9 Golden Gun Map



007 General Strategies

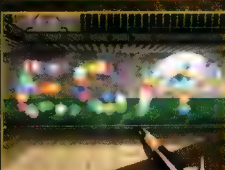
You start the last(?) level of the game with nothing but a PP7, however you do get the Golden Gun as well as other automatic goodies on this level. The first armor is located in the exit of the Golden Gun room, the second is located in a sub corridor off of the main hallway connecting the large pillar rooms, and the third is located in the room with a large black monument. Baron Samedi is a joke. The Golden Gun is not necessary to kill him, but it is still a cool feature. After completion of this mission, the Golden Gun cheat becomes available, Egyptian Multiplayer level as well as 007 Mode which, in essence, a level editor (see below).

TRICKS



There is a code for every level of the game, plus codes for beating the game in each of the three modes. The codes work like chips. From left to right starting with Dam and ending with Egyptian Temple, the codes are accessed by beating Dam on Medium, Facility on Hard, Runway on Easy and so on. You will know a difficulty has a secret if it says "Target Time" under your lists of times. There are cool codes like Paintball, DK Mode (Large head and arms) and Gold PP7 (kill ANYTHING in one shot). @ the right is a list of Levels, Difficulties and Times for some of the cheats:

DAM-MEDIUM-2:40	DEPOT-MEDIUM-1:40
FACILITY-HARD-2:05	TRAIN-HARD-5:25
RUNWAY-EASY-5:00	JUNGLE-EASY-3:45
SURFACE-MEDIUM-3:30	CONTROL-MEDIUM-10:00
BUNKER-HARD-4:00	CAVERNS-HARD-9:30
SIL0-EASY-3:00	CRADLE-EASY-2:15
FRIGATE-MEDIUM-4:30	AZTEC-MEDIUM-9:00
BUNKER-EASY-1:30	EGYPTIAN-HARD-6:00
STATUE-MEDIUM-3:15	STREETS-EASY-3:45
ARCHIVES-HARD-1:20	



Imagine being able to kill "006" in one shot!

MULTIPLAYER

You get plenty of awesome stuff after beating the game: new characters, three or four more stages and awesome codes like No Radar or Multi. THANK GOD!



007 - James Bond	
Mission 1 - Arlington	
Map 1 - Dam	
SPECIAL OPTIONS	
Enemy health	100%
Enemy armor	100%
Enemy start age	100%
Enemy weapons	10%
Enemy respawn	0%

The "hidden" difficulty is 007. This seems little more than a level editor that lets you change the enemy attributes.

007 MODE



System
publisher
developer
PLAYSTATION
Sony Comp Ent.
Sony Comp Ent.

strategy talk

Welcome to the second installment of Gameday '98. Last time, we discussed gameplay; this time, we'll break down the best plays in the game. But before we go there, let's discuss AI.

When you play in Rookie or Veteran, the plays here work almost every time, and you can pass every down. But as you increase the difficulty into All-Pro and Hall of Fame, you won't find as much success unless you pass when the computer is thinking run—such as third and short situations.

Also, the computer runs a lot more on the higher difficulty settings. On top of that, the running backs—even the weak ones—become much harder to tackle.

—Ron "Michael Myers" Marcinak

strat-stats

favorite running back: **Barry Sanders**

favorite quarterback: **Brett Favre**

favorite receiver: **Jerry Rice**

NFL GAMEDAY 98

LOOK IN THE TRICKS SECTION FOR A LISTING OF SOME OF THE EASTER EGG CODES!!!



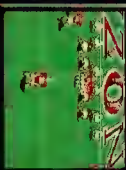
I was able to kick a 57-yard field goal (the ball was on my opponents' 38 yard line). You can probably kick as far as 60 yards without any wind.

When playing defense, it is important to read the situation and call an appropriate formation. If it's first down,

usually guard against both the run and pass, but on third and short, blitz. Also, if you think he is going to pass, you can often back before he can throw the ball. If he does manage to complete a pass, it will usually be a short yardage. The lists below are a collection of defenses that usually work well for a given situation.

A CRUSHING DEFENSE

Follow these steps to return kickoffs or punts for touchdowns: 1) When you catch the ball, run straight up the middle—this will draw the defenders running down the sidelines toward the center of the field. 2) Once you get about five yards away from a defender, start cutting toward the sidelines. 3) When you get past the last defender, head straight up the sideline.

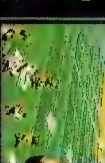
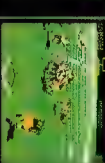
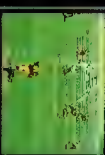


When the computer gets close to the goal line, it will usually run on first and second downs. On third down, it depends how far away the ball is.



When it's second or third and short, the computer will try to run for the first down 90 percent of the time.

SPECIAL TEAMS RETURNING PUNTS OR KICKS



Jonathan Daniel / © 1996 Allsport

AGAINST THE RUN

40-CAMOUFLAGE 44-SUICIDE 40-BLIZZARD

GOAL LINE-BRING IT EAGLE-FLUSH 24-TYPHOON

AGAINST THE PASS

34-BUMP EAGLE-SHIFT KT 30-CORNER

5 PRESS PREVENT EAGLE-SHIFT ST 24-ZEBRA

PASS OR RUN ???

5 PRESS-MAN AGL 50-PLUG & GO 43/44-READ RUN

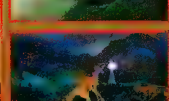
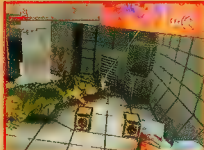
44-LINERACKER OUT 43-MIRRORED 50-STORM

Rick Stewart / © 1996 Allsport

Game Over



The last level pits Sarah Harding against two T-Rexes on a topsy-turvy ship. The easiest way to win is to head to the far-left box. It contains a pack of grenades. Pull yourself into the left corner and blast the first Rex five times. This will scare him back a few feet. Shoot him with your normal gun until he drops. Then, when the second Rex appears, do the same trick again.



SECRET ENDING

If you collect all of the dinosaur DNA throughout the game, you will be treated to an extra special

ending. This secret cinema features none other than Jeff Goldblum himself, congratulating you on a job well done.

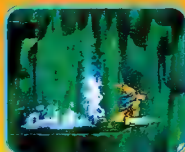


CONGRATULATIONS



IF YOU LEARN EACH ENEMY'S PATTERNS, HERCULES IS PRETTY EASY.

The fight against Hades is almost complete. The final battle is against the big man himself. Despite his looks, he's quite easy to kill. Simply strike him before he casts a spell, and it'll cancel out his attack. Keep on him, and you should win easily.



Hades attacks with energy blasts and puddles that burn on the ground. Keep on Hades to beat him.



Beat Hercules on easy, and you won't really be able to win.

GoldenEye

By Andrew "Pumpkinhead" Baran

FELONY

The end of Felony 11-79 has the bad guy destroying himself with the artifacts he strove to collect, and you get away.

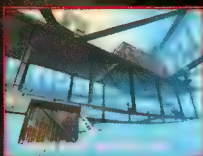
The final level is set in the narrow streets of Paris. Like the previous locations, you can use shortcuts to make it to the end faster. Look for an entrance to the subway to shave off a few seconds. Just don't hit anything inside, or it'll all be in vain. Also, right after there is a construction sign you can bust through. This shortcut will carry you past several hairpin curves. Good luck!

11-79



SHAKEN BUT NOT STIRRED...

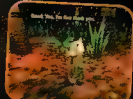
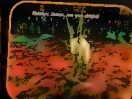
The Antenna Cradle is the setting for the last level of the Normal game (there are two special missions after it; for details, see the strategy guide in this issue). From the area you start at, you have to pick up the armor behind you, and then an announcement tells you Trevelyan has reset the antenna to fire on London again. You have 3:00 to destroy the console (PLENTY of time). On the harder difficulties, you may want to wait and let enemies come to you. Finally, make your way to the control panel at the base of the cradle and destroy the console.



3:00 is more than enough time to smash the console.

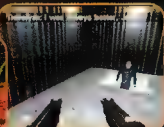
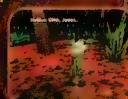


SHOWDOWN WITH 006



When you enter the room to destroy the console, you will be greeted by two turrets and "006" himself. Trevelyan will lead you on a wild goose chase all over the cradle. If you continue to plug him with bullets, he'll call you names until you finally kill him.

Then you fly away in a heli to see Natalya and The End!



GOLDENEYE

Next Month

ELECTRONIC GAMING MONTHLY

Issue

GET READY FOR THE BIG ONE!

This is what we've all been waiting for—the Big One—issue 100! This is no ordinary issue, and we aren't kidding when we say this is the one you'll definitely want to buy!

It's a whole new era for *EGM*, and we hope you'll be with us when it happens. Here's some of the exciting stuff you can look forward to in the best issue ever!

- A cooler, new look for *EGM*. You wanted it, you got it!
- The final piece of the 100th issue poster
- The top 100 games of all time
- And much, much, **MUCH** more!!!

100

November 1997

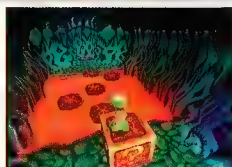
EGM²

Tips, Tricks and Strategies from real gamers to real gamers

November 1997



Stop a crazed man armed with nuclear weapons from blowing up the world in *Nuclear Strike*.



Ain't it a *Croc* when you can't figure out the key to a puzzle?

Gamers will be gorging themselves on a plethora of games this Thanksgiving thanks to the November issue of *EGM*.

First, it's up to you to stop a madman from blowing up the world in *Nuclear Strike*. We'll show you which of the 13 death machines—from a Harrier jet to an A-10 Warthog—works well on which levels, as well as show you how not to get your butt blown off.

Next, he might be a cute version of the real moody, but this game certainly has bite! In *Croc*, rescue the Gobbo from Baron Dante by solving puzzles, scaling platforms and finishing huge 3-D levels. But don't fret, because we'll have a full guide to help you out. Finally, kick some monster butt



The Brotherhood of Hecate will throw tons of hideous creatures your way in *Nightmare Creatures*.

while using cool weapons in 19th-century based London. *Nightmare Creatures* has you hacking up the freaks being thrown at you by the Brotherhood of Hecate, and *EGM* will show you how to handle both the weapons and the monsters.

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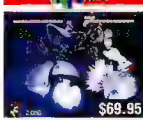
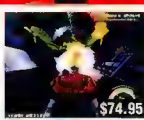
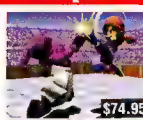
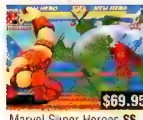
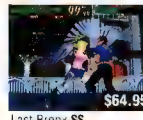
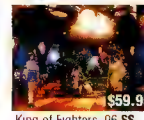
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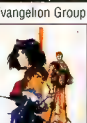
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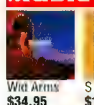
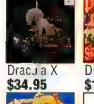
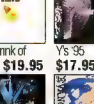
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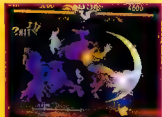
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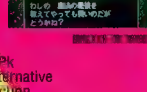
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